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THE LEADING CURRENT NEWS SOURCE FOR THE ATARI ST/MEGA

ST WORLD

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EditST

by Gary Futral

When I received **EditST** in the mail from ST World to review I couldn't help but chuckle a little bit. It was almost like they were saying *"Here, Gary, here is a program for you to type your articles free of charge"*. Since ST World likes all article submissions in ASCII format I thought how convenient.

EditST, marketed by Robust software, is a very fast very powerful text editor that should handle one's programming needs. As far as features, what can I say? It's like a word processor without any special formatting codes saved. But what kind of article would this be if I didn't go over some of its more esoteric features?

First off, although EditST operates within the GEM environment, it will allow eight windows to be open at one time memory permitting. One will probably never have the opportunity to utilize so many windows but it's nice to know that it is possible. Also, it's kind of an eerie feeling opening up eight at one time considering GEM normally only allows four.Blocking text and subsequent manipulations are handled quite well with a couple of nice features. One can take the formed block and move or copy by holding down the left mouse button or the shift key and left mouse button, respectively. The actual blocking is done practically the same as done with 1st word or just about any other word processor either by using the mouse or by menu. Manipulation of the block is pretty standard. One can copy, move or delete the blocked portion. Other special features include inserting a number of lines equal to the number of blocked lines. Also included is a SHIFT feature which will indent the specified block a user-supplied amount. One can force all letters to be either Upper Case or lower case within a block. Finally, cut and paste is available but this is only good for cutting and pasting an entire line(s). One can also APPEND to the contents in the buffer.

Besides having the ability to find and replace words, EditST has an interesting feature worth mentioning called a Bookmark. One can mark specific spots in a text allowing one to jump around from one bookmark to the next. This could be real handy when working on a program text file.

Another feature is something called "Autoindent". Wherever the last line is indented, when carriage returning, the cursor automatically goes to that spot under the last line. Whenever one has to program in a structured environment this could save a few monotonous key strokes.

There are six more features worth mentioning:

1) The UNDO key can be used to recover a line or block of text that was deleted.

2) The function keys are preset with predefined functions that can be redefined by the user.

3) MACROS can be assigned to the keyboard with all information saved in a configuration file. 4) Instructions are provided to enable one to install EditST into the Mark Williams C environment and Express BBS.

5) One can have the program go through and delete all blank spaces after the last non-blank character in a line. This would help compact the source code to some degree.

6) One can also select two different screen font sizes. Those who have FLASH, the terminal program, will be familiar with the smaller font on the high resolution screen. This would allow one to cram more on the screen if necessary. Of course, the other font is just the normal size.

Errors? Pretty solid. I had a review copy of EditST and, after contacting Robust Software to discuss the errors I had found, I was told all of them were now corrected in the version to be sold to the public.

EditST is a fast, full featured text editor. I have installed EditST with Turbo ST and the result is a superfast program. If you're looking for a text or program editor, this one is worth checking out.

ATARI IS BACK!

Is Atari REALLY Back??

As David Small of GADGETS BYSMALL said in his presentation to the atendeesof the WORLD OF ATARI Computer Show in Detroit when asked if he thought Atari was REALLY back, "Back from where??".The supposition that Atari could be BACK would require the assumption that theywere either gone for awhile, or were never in fact there to begin with. But since you are an ST user reading this we'll have to acknowledge that Atari had, for awhile, been successful in convincing both users and dealers alike that they were **REAL**. So if Atari is really **BACK**, where have they been all this time?

DEALERS-MEETAT SHOW

A small, quasi-official meeting of dealers present at the **World of Atari** show was held on Saturday, June 24. Sig Hartman, addressing the dealers present commented on the small size of the turn-out, and indicated that Atari wanted to address any complaints or concerns that the dealers might have when he said, *"..Maybe you feel that you're not getting support from us..".* Most complaints heard at the meeting centered around the fact that dealers can't compete with retail outlets such as K-Mart and the larger music stores. Two dealer attendees accounted how they had lost sales the week of the show to a neighboring retail outlet due to the dealer's ability to meet the retailer's price. Atari dealer representatives from Incom and Brian Minogue of Atari commented on Atari's policy to discourage that kind of practice. They told those present that Atari's dealers were important and that they were actively seeking new dealers. The Incom representative said that he existed off of commission and that Atari's policy in adding new dealers was not to add *"..garage retailers"*, but financially sound store front/office type dealers.

When asked about advertizing, both Hartman and Minogue said that they believed advertizing would be fruitless on a large scale without the dealer base to take advantage of sales stimulated by the advertizing itself. Another dealer concern was Atari's announcing new product due dates and not meeting those dates, giving the industry the appearance that the announced products were "vaporware". In addressing this question, Minogue commented that, "..things like that just happen". Taken at face value, a participant at this meeting might have concluded that it was Atari business as usual, and that nothing had really changed to herald that Atari was indeed back. Unfortunately, communications and electronics firms are usually the **WORST** at communication skills, and this was no exception. There were several important facts that Atari seemed to be having trouble getting across to dealers, which indicates a ray of hope for change at Atari.

SALES QUTOAS

Both dealer representatives for Atari mentioned at one time that "quotas" were important to their financial well being at Atari. On the surface, it would be reasonable to surmise that if you or I were Atari sales reps

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INTERVIEW WITH SIG HARTMAN, ATARI CORP.

Q: During the dealer meeting you mentioned the government show that you attended recently where the government agencies were amazed at what the ST and Mega could do. Doesn't that tell you that if nobody knows how great Atari is, maybe you're not getting your message out?

A: The government agencies couldn't believe the performance of the ST andMega computers and other products. We have to get on the GSA schedule so we can bid against the other companies.

Q: But I was not necessarily talking about government only, I mean that many people don't know how good these machines are. Hasn't Atari failed at getting the message out?

A: Yes we have. We are spending some monies in the areas where we have dealers now, and will be spending more. It doesn't do good for us to advertize in areas where we don't have the dealers to respond to the interest.

Q: What do you think the impression would be if Atari took a full page ad in the Wall Street Journal with an ST or Mega running a popular Apple Mac program and the text, "The computer running this popular Mac program in NOT a Mac. It sells for $5,000 less than a Mac." and just the Atari name and logo at the botton? And what if you followed it up the very next day with the same ad, but running IBM software?

A: There's no doubt that it would be good. We'll have to think on that one.

Q: What was the purpose of the dealers' meeting today?

A: To let existing dealers know that we're looking for new dealers, that we're trying to improve communications, and that there are dealers who are being successful selling the ST and Mega as a desktop publishing solution. We also want to apologize to dealers who have been with us last year when we didn't have machines to ship, and couldn't support them properly. We want them to know that we have plenty

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Atari is BACK!

and our income depended on sales quotas, we might be tempted to sign large retail stores who's **VOLUME** of sales would be large, therefore making more money in the way of commissions for salespeople. Only in an interview of both Sig Hartman (see insert) and Brian Minogue after the meeting, did I learn that the Atari "quotas" were not only for dollar sales, but for NUMBER OF DEALERS signed! This small fact indicates that the large retailers alone would not be enough for the Atari reps to survive. The system is actually set up to reward reps who sign more DEALERS rather than retailers. Minogue also indicated that Atari had an active plan to add dealers that began with splitting the United States into smaller geographic territories, and making sure that the areas were manned with an Atari rep or rep firm. This plan was put into force in early June, with the last reps hired to the Missouri area and the Louisiana, Texas, Arkansas areas. For the first time in years, a plan is actively in place to add dealers. The Atari time table suggested that by the time you read this article, computer outlets in your area will have been contacted about adding the Atari line to their inventory. In interviewing Minogue, I asked if the Atari push was really up against a **"brick wall"**, or whether he actually thought he could succeed in adding dealers. His response was a simple, **"I will succeed!"**. He later acknowledged that if the Atari product is as superior as we all believe and nobody knows about it, then Atari must accept the responsability of not succeeding in the past in getting the message out to the world. Minogue and the other Atari representatives represent the future of Atari, a responsability that they seem to be ready and willing to assume and succeed at mastering.

SO ARE THEY BACK?

I firmly believe that Atari knows that they were **"gone"** for awhile in support of their faithful dealers, and I believe that they are **"back"**, perhaps only at the door asking to come back in, but **"back"** none the less. If someone will open the door and **LET** them back in, then they might just be able to pull this whole thing off. Just mabybe. Remembering how things were this past year and what the alternatives could be, most Atari **USERS** that I spoke with **WANT** Atari to have the chance to sink or swim.In asking the question, **"IS ATARI REALLY BACK?"**, the answer will ultimately depend on how **WE** respond to any positive moves by Atari to **COMEBACK**. With the line-up of products shown at recent exibits, one can't help but wonder how they could do anything **BUT** succeed! As the little girl in the movie "Poltergiest" is famous for saying, **"..they're baaack.."!**

See ya next month...

Charlie Young...

Don't miss...

Dallas

AUGUST
19 & 20

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Sig Hartmann Interview

of machines and are ready to help them make money.

Q: Why did Atari lose so many delaers?

A: Partly because we had nothing to ship, and for that reason nothing to advertize. Dealers who were Atari only sellers were encouraged to sign up with other brands, even the competition if it meant their survival. It was bad. But the message now is that we have machines to ship and plenty of them. We hope that current dealers will keep us on and that we can interest new businesses. ***We have a lot going for us.***

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ROLAND'S CM MODULE SERIES

by Thomas N. Tjarnberg

The Roland MT32 module has been adopted by Sierra On-Line to use with their new 3D graphic adventure and arcade games. Many MT32 modules were purchased by musicians since that was a quick way to get L/A synthesis sounds at a reasonable price. Now Roland has released a new series of modules for MIDI sound production and manipulation. The new units look very much like computer components and are designed to provide the computer user with an easy way to include MIDI gear in their computer setup. Since the sound modules have no controls save for a volume knob they must be addressed either by the appropriate software or by other CM series modules in the series. Since the ST has become the premier computer for MIDI applications it seemed fitting that the STWORLD readers should get an early glimpse at these units. What follows is the text of a press release from the Roland Corporation and is not a product evaluation. These units were just shown at the NAMM show and will be shipping shortly. Of primary interest to the ST user will be the CM-32L which is an improved MT32. Hopefully I will be evaluating some of these components in the future so I can report on their usability as they relate to the ST, especially in conjunction with the Sierra games. And now for Roland's press release.

Millions of computer users have been left out of the MIDI revolution simply because they can't read music or play an instrument. Roland has created a new line of products that place an enormous amount of music making power in the hands of home computer users everywhere.

The heart of the system are three high quality sound modules featuring Roland's award-winning LA synthesis technology and PCM samples similar to those used in their professional instruments. The CM-64 LA/PCM Sound Module combines LA and PCM technology to create an instrument capable of 63 voice polyphony and 15 part multi-timbral playback. Those capabilities, coupled with its onboard digital effects, make it as close to being an "orchestra-in-a-box" as anything in its price class.

The CM-32L LA Synthesis module has double the PCM sound memory of the popular MT-32 and can be used to create a wide range of realilstic synthesized and acoustic sounds, as well as incredible sound effects.

The CM-32P PCM module features an internal bank of sounds equal to three times the memory of Roland's S-50 and S-330 samplers. Roland is also offering an LAPC-1 LA sound card, MPU-IMC Micro Channel interface, and MCB-1 MIDI connector box for IBM PC users, allowing them to make their PC a powerful music creation system with or without the use of external MIDI devices. Never before has such powerful sonic capability been made available to the computer user.

In addition to sound modules, Roland is introducing the CN-20 Music Entry Pad which enables real-time control of note entry and editing of MIDI events in a way that does not require traditional keyboard performance skills. The CF-10 Digital Fader is a MIDI mixer that allows real-time control and manipulation of MIDI panning and volume data in a way similar to an automated mixing console when used with a MIDI sequencer. The CA-30 Intelligent Arranger features the same intelligent arranging functions as Roland's E-20 and E-10 home keyboards. When a simple melody and chord progression is entered into the CA-30 via MIDI it prepares an accompaniment which can then be edited, if desired using a MIDI sequencer, allowing even the musical novice to produce interesting and complex musical compositions.

The Roland CM series frees the computer user, at home and/or in the office, to discover the music making potential of the computer. For more information, contact Roland Corp US, 7200 Dominion Circle, Los Angeles, CALIFORNIA 90040 or phone 213-685-5141.

Suggested retail prices for these modules are $650 for the CM-32L LA Sound Module, $795 for the CM-32P PCM Sound Module and $1395 for the CM-64 LA/PCM Sound Module. The CA-30 Intelligent arranger goes for $595, the CF-10 MIDI Digital Fader for $240 and the CN-20 MIDI Music Entry Pad for $240. This looks to be an exciting product line for Roland and should put MIDI music creation into the hands of many more computer users.

ALL THINGS CONSIDERED

A SMALL FAVOR, PLEASE?

Before we get this month's offering kicked off, I wish you'd do a favor for me...please? Do you have an associate or friend who might have returned from **World Of Atari in Detroit** boasting a new floppy drive? If you have, please, very politely, check the serial number on his/her new drive if it is a "MASTER" brand floppy. If the serial number matches 1089554, please call **Mars Merchandising** at 312-627-7462 and give them the name of the person in possession of this floppy drive. Ask for Mark Lacine. Understand that a large number of drives were legitimately sold at the show, and this request in no way is intended to cast doubt upon these great Atari supporters!

There IS one person out there who has something to hide at the expense of an honest dealer. You could strike a BIG blow for dealer support by indulging me this one favor. ***Thank You.***

SPEAKING OF OS/2

Who said something about OS/2? Actually I did...and to David Small at the Atari Show in Detroit. I asked David (in obvious jest) if he was working on an OS/2 emulation board for the ST, and he laughingly replied "OS who?". Funny enough that I should discover later, a long time Atari programmer moving into the OS/2 software arena.

In talking to Tim Purvis of Michtron BBS fame, I was interested to hear that he's ordered the OS/2 developers kit and plans to move his BBS 3.0 to the much maligned operating system. Tim and I were discussing the ST version of BBS 3.0 when upon learning that I use IBM PS/2 at work, promptly mailed out a copy of the IBM MS-DOS version of BBS 3.0 to me to evaluate. When I called to thank his gererosity and comment on the ease with which it was installed and used, we entered into a discussion of BBS 3.0 and multitasking. It was then that he revealed his new venture into the wide open field of OS/2.

If you use MS-DOS and are looking for a BBS program, please remember BBS 3.0 and how easy it is to install. I had a three SIG BBS up in about 5 minutes! And, if you're planning to use OS/2, give Tim a call at Michtron for the inside scoop on **WHEN BBS 3.0** will be done for that O.S.. Geez! That guy really makes me aware of how much of a hacker I am when it comes to programming.

I KNOW YOU ARE, BUT WHAT AM I?

Much of the articles on Detroit's World of Atari Show in this month's issue were done on Michtron's Fleet Street Publisher at the show. Many thanks to Michtron for the use of FSP 2.0 with UltraScript, the PostScript compatible language, at the show.

It was a tremendous pleasure to meet so many **ST World** subscribers in person. Thanks for not being **TOO CRUEL** to this poor bearded sans-journalist. There are some good reportive articles in this issue about whether Atari is really "back", as they claim. My questions were candid and frank, and I think the answers I received from Atari were as honest as I have ever heard.

No doubt the darlings of the show were David Small and his wife, Sandy. If the pictures **LAST** month of the **STACY** weren't impressivbe enough, check out the pictures of Apple's "Finder" on the STACY! You

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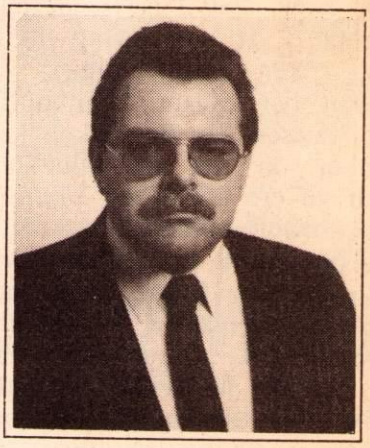

Charlie Young

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All Things Considered

may find my account of Small's seminar at the show interesting too. The only problem with the David is that he knocks UNIX! Hey David, try the command, "grep 'I can't do that, Dave' pirated.spectre.src >/etc/passwd" next time you're source is on a UNIX machine. Mohhahahahha!

DAS VERBOTEN FER DER DUMKOPTF

The Atari "Portfolio" hand held IBM compatible is awesome. In ignorance, I mashed a few keys and I saw German prompts. It was saying things like, "Yer fatzen digitz vas missun der keyzun, dumkoptf!" and "Putzen der lid-funken ker-plunket on der lil 'puterstein elsen ve ere callin der plumpin jack, mach schnell!"

The Atari user group rep, that Roberts feller, was kind enough to restore me to the queen's own. Surprisingly, my big hands had no problems flying over the keys in the word processor typing "Now is the time...". I had about 20 minutes alone with the 'folio after the show on Saturday, and put the prototype through a few "paces". Simulating a business meeting of the type I attend every day, I took notes and entered expenses via the built-in software.

I can honestly say that the Portfolio is a break - through in portable office productivity tools.

Hey, I fly often enough to relaize that if the econo-seats get any smaller or I get any bigger, this fat-boy is going to have to go by motor frieght. When I suck it up enough to put down the folding food tray (after they serve the "toy food" on the airlines), there ain't hardly enough room for my Tandy Model 100 and breathing air, much less one of the humongo-portables. The Portfolio would sit nicely enough on the tray to allow the addition of a diet burbon for medicinal purposes of course.

The point is, that if you're just shy of buying car wash tickets for your "Saturday night bath" as I am, you'll love the 'folio in tight places. It also occured to me that the Portfolio would fit into a purse with ease, which prompted me to consider further how popular this product will be with the women. You don't need to look like a female body builder to carry it, as was often the case with conventional IBM portables. (Any simularities between my physique and those of a woman body builder are purely SM124 radiation induced halucinations).

MORE TO COME

In the next issues of **ST WORLD**, I'll be looking at the Highsoft "C" Intrepreter, and a "C" programmer's editor called "C-Breeze". We'll also be looking at Bill Teale's new PC Ditto, and the new multi-port card for BBS 3.0 which allows several additional users to share the BBS with the "com" port and local console.

Finally a "hats off" to the Z-Net guys for working non stop to bring you the latest Atari news and develpoments in "real time" on GEnie and in your club newsletter. The Atari community is like a small family in many respects. Atari is often an unyeilding but loving father who'd rather throw his son out of the house than sit down and work out the problem. He loves the son fiercely, but he is a proud man, especially proud of what his family stands for.

As a sans-journalist in the Atari arena, I often feel like a child approaching the grumpy dad to ask for the keys to his new BMW. Just as we need to respect the work that dear old dad put into buying that BMW, dad has to realze that us "boys" are just normally attracted to all those "toys". Whether it is "Yuppie CB" (Cellular Phones) or Atari computers, we want the best....**FAST!**

When I hear "dad" taking out a bad day on one of the kids, I hope that he'll go and pop the top on a brew, and chill-out. We don't need renegade kids, and we don't want grouchy parents.

Often, us kids are sent to kneel in the corner. From where I sit, the corners are full and for too long with unforgetting children of unforgiving parents.

The Z-Net "kids" are sources of good information. Other "kids" want to sneak around and spread good information transformed by a rumor mill into gossip. It's a free country. Enquiring minds want to know-...right?? Just as long as you **KNOW** the difference between the National Enquirer and the Wall Street Journal, you won't get caught investing in Elvis' 1990 tour. Hopefully, "dad" will give the rest of the family credit for being able to know that Jimmy Hoffa and Elvis are NOT living in a space ship as reported by singer Ray Stevens in his new song, *"I saw Elvis in a UFO"*.

Please continue to read Z-Net and ST World and the host of other publications, and enjoy the rumors in some of the others. But please, "dad", realize that there is room for both in a "family".

Tetris

Reviewed by Victor T. Albino

THE USSR ACADEMY OF SCIENCES IN MOSCOW. THE ORIGINAL PROGRAMMER WAS

TETRIS is a game that was originally created by Vadim Gersaimov, an eighteen year old computer science student at Moscow University. Later the game was improved by another Russian programmer named Alexey Pazhitnov who works at the Computer Centre of the USSR Academy of Sciences in Moscow. Because TETRIS is one of those games that is easy to play but hard to master, its popularity has quickly extended around the globe. In Great Britain it is being distributed by Andromeda Software Ltd., and in the United States by Spectrum HoloByte.

As mentioned before, TETRIS is a deceptively simple game. Four square pieces fall from the top of the screen into a rectangular shaped playing field. By pressing certain keys, you have the ability to move and rotate these forms as they float down your screen. Your task is to arrange them so that no gaps are left in the layers of blocks that accumulate at the bottom of the rectangle. As a layer is filled in completely, it disappears. If a layer is covered before it can be completed, then you must start to work on the next layer above it. As unfinished layers accumulate, you have less and less time to manipulate the objects. Finally, when the uncompleted layers have reached the top of the rectangle, the game ends. Your score is based upon how many layers you completed and how long it took you to finish.

To this basic concept, several additional features have been included to add to the enjoyment of the game. The rectangle that comprises the playing field only takes up about one third of the screen. This leaves plenty of screen area left over, and this has been used to display beautiful Russian scenes in the background. These pictures are changed each time ten layers have been successfully completed which signals the start of a new round. Each round provides a higher level of difficulty since the pieces start to fall faster than before. To accompany the graphics, different Russian songs, which can be toggled on or off, are also played durning each new round. Other features include a tournament mode which tallies the score, keeps track of timed games, and insures that the games are of equal difficulty. This is done by providing the exact same random pattern of shapes for each of up to six players in the tournament.

Normally, the shapes are completely random which means that no two games of TETRIS are exactly alike.

There is also an advanced mode which doubles the speed at which the shapes fall in every level. You can also set the game to give you a preview picture of the next shape that will be released while you are still trying to manipulate the current shape. A statistical report on how well you performed is also available.

TETRIS can be habit forming, yet, even so, it is still a relaxing game. I know several people who are almost addicted to it. Perhaps it is because it is easy to play, but, at the same time, it can give you the feeling that by placing these little block patterns into nice, neat little rows, you are somehow also putting your daily problems in-order too. There is a certain sense of satisfaction when you manage to get a layer completed.

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HiSoft BASIC SUPPORT

Another busy month has passed. We've put the World of Atari Show in Dearborn, Michigan behind us. It was a very interesting show. I enjoyed meeting with so many ST users, and enjoyed the seminars on HiSoft BASIC and Desktop Publishing I conducted.

MichTron will soon be adding another element to Customer Service -- Greater On-Line support on GEnie through the **MichTron KnowledgeBase.**

The MichTron KnowledgeBase, accessed through the MichTron Roundtable on GEnie, is a huge data base, easily searched by users. Initially, this data base has information about GFA BASIC from my book, The GFA BASIC Programmers Reference Guide, Vol. I", but plans exist to add information about all MichTron products, including HiSoft BASIC, Fleet Street Publisher and others. Of course, this is time consuming, and won't occur overnight, but we are committed to providing information through the MichTron KnowledgeBase.

Visit the MichTron Roundtable on GEnie for more information. There will be no additional charge for use of the MichTron KnowledgeBase.

This month, it's off to Dallas, Texas, for what promises to be the best World of Atari Show yet. Again, I'll be holding seminars on HiSoft BASIC and Desktop Publishing, and manning the MichTron booth. (By the way, Fleet Street Publisher 3.0 is really looking good. Users given sneak previews have been very impressed.)

I'm looking forward to talking with more of the people who have been writing me letters and sending me Email on GEnie. (By the way, my GEnie address is GW.MILLER, and I try to check my mail there everyday.)

MichTron has been continuing work on Fleet Street Publisher 3.0. Desktop publishing is certainly generating a lot of excitement, and I'm glad to be able to answer questions and talk with users about specific problems and solutions, especially to demonstrate the advantages and power of Fleet Street Publisher 3.0.

Plan to stop at the MichTron Booth at the World of Atari Show for a look at the new Fleet Street Publisher, and reserve time to attend the DTP Seminar for the latest news.

As usual, we'll be introducing some new products at the show, and you can take advantage of special offers on new software for your collection.

HiSoft BASIC Support

This month we're going to take a look at one of the most frequently asked questions by HiSoft BASIC users -- how to construct a useful user interface. Although this appears to be a simple problem, the solution is not always obvious.

In the process of building this interface, we'll also lay the framework for next month, when we'll be looking at using th files you create with your HiSoft BASIC programs.

We'll start at the beginning, and go through this program step by step. Next month some fine tuning will be necessary as we implement routines to create a truly useful program.

Lines that are printed in the typeface that looks like this:
PRINT "This is a program line."<-
are iines of code you should type into your computer, if you are going to experiment with this program. All other lines are explanations, and should not be typed in.

Note the <- character at the end of each program line. This is the symbol to tell you to press return if you are typing the program in. Due to the necessity of limiting the line to the width of the column on the printed

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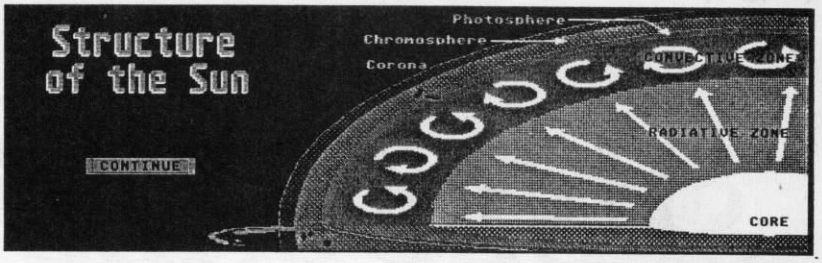

Computer Guide To The Solar System

By Victor T. Albino

Just as truth is stranger than fiction, a real-life exploration of the wonders of our solar system can be more entertaining than a science fiction fantasy. This this is the opinion of the people at WinterTech who have recently introduced a software product entitled, **THE COMPUTER GUIDE TO THE SOLAR SYSTEM.** After spending a few very enjoyable hours with this program, I most definitely will agree with them.

Admittedly, I have always been fascinated with the mysteries of outer space and the study of astronomy. However, I believe that THE COMPUTER GUIDE TO THE SOLAR SYSTEM, or CGSS as it will be referred to from now on, is a program that will have nearly universal appeal. To start with, it is very easy to use. It runs completely within GEM with drop down menus for all selections. User input is limited to clicking in the appropriate locations with the mouse, and an occasional press on the keyboard if one wants to take a shortcut. Once the program is up and running, the user is presented with a background picture of the solar system and with menu options offering information about the sun, moon, earth, planets, asteroids, gravity and other selections. Clicking on one of these items produces both a text description and colorful animated graphics that help to demonstrate the topic under discussion.

In essence, CGSS is really an educational program that is broadly intended for just about any age level from the upper elementary school grades all the way to adult. It certainly would make an ideal aid for the study of space science in junior or senior high school. I only wish that there was a program like this when I was in school. Perhaps one of the real values of a program such as CGSS is that it shows what really can be done with computers to provide stimulating educational experiences in schools. For example, remember the classic scientific experiment in physics when the instructor put a feature and a coin in a long, clear, plastic tube to show that they would fall at the same rate if a vacuum were created inside? In its discussion of gravity, CGSS recreates the same experiment, only this time, you can repeat it as often as you wish. In addition, you can watch what happens when an egg is dropped simultaneously on the earth, moon, and Jupiter. This is something that would normally be impossible to show in the classroom. On the computer, however, you can drop eggs all you want until you understand the concept behind what you see.

Another interesting demonstration that helps explain the laws of gravity is provided by a data table that will instantly display your weight on earth, all the planets, and the moon of Phobos. You will see your weight measured in pounds on earth, tons on Jupiter, and ounces on Phobos.

The demonstration I personally found most fascinating concerned the life cycle of a star such as our own sun. It was exciting to follow it from its very beginnings as a collection of cloud-like particles, through all the stages of its development to its present state as a fusion furnace, to its end as a red giant that will incinerate everything on earth, and finally to its collapse. Fortunately, we have a few billion years before our sun runs out of fuel and turns off its lights forever. In that time, man had better figure out a way to travel

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SPEEDBALL

By Thomas N. Tjarnberg

Take one part soccer. Add to it the uniforms and armor from the movie "Rollerball". Mix with it aspects of rugby, hockey, PAC-MAN and pinball and set the whole thing in the 21st century. And you get the exciting new release from Cinemaware, **SPEEDBALL.** In the 21st century this game has developed from all the above concepts. Five man teams vie for possession of a five pound steel ball. They are dressed in armor studded with razor sharp spikes. Competing inside a room covered with polished metal tiles, they strive to run the ball to their end of the court and lob it into the goal area, getting it past the goalie. Of course the ball carrier is being chased by the other team whose only way of regaining possession is to attack or tackle the ball carrier, knocking the ball out of his grasp. In addition, on the playing field there are four domes similar to the round bumpers in pinball. The ball may be bounced off these domes and relayed to another member of your team. And at mid court are two doors, one on each side. The ball may be thrown in one door and it comes out on the other side, similar to the escape hall in PAC-MAN. These doors are useful when relaying the ball to other players or to prevent the other team from gaining possession.

That is a summary of the main features of the play mechanics of SPEEDBALL. They are all combined to bring a truly unique sports action game for the ST. From the exciting opening screen to the frantic music and game play Cinemaware has brought the ST game player a new experience. Their Spotlight line has been formed to bring the best of the European software market to the ST and SPEEDBALL, from Image Works and programmers the Bitmap Brothers is one of the most exciting, joystick busting games I have played in a long time. After the introductory screen and music you are presented with a menu of game options. You may play against a computer team, in a tournament against the ten other teams in the league or against a human opponent. A demo mode is also provided which should be watched to gain some understanding of strategies and play mechanics. You then must pick your team from one of three available to you. The Verna team is known for their stamina, the Lacerta for the scars left on their victims, and the Draco for their defensive expertise. Once you have selected your team you are placed in the playing room and the ball is put into play from a ball launcher in the center. Once the ball is shot into the room you struggle for possession and must run down to shot put the ball past the goalie. As you attempt to do this you will be attacked from all sides by the other team and if tackled may loose possession of the ball. The action goes on for about three minutes after which the round ends and your efforts evaluated to see if you are worthy of continuing.

Besides the action with the other team you must incorporate various options that come available as the round progresses. At certain points tiles will begin rotating and a letter will be shown. Running over these power tiles with your active runner causes their effect to immediately be felt. There are ten types of tiles with various effects, such as freeze opposing team, get ball, decrease opponents stamina and so on. Also appearing at various times are power tokens. At the end of each round you are presented with a screen and these tokens may be used to do such things as bribe officials and timers, add stamina and skill to your team or take them away from the other team. There are ten options available for token purchase and

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STAR WARS

by Thomas N. Tjarnberg

Back in 1977 a new film was released with very little advance publicity. I saw an ad for this film, run in a Seattle paper a few days before the premier showing.

The film was called "Star Wars". Since I was a science fiction fan and was out for summer vacation I headed down to the UA 150, one of the old style large movie houses in town, for the first showing. Only about 50 people showed up, and we were all given buttons that had the words "may the force be with you" written on them. Two hours later we had experienced a film the likes of which we had never seen, full of action, adventure and excitement, ending in a spectacular battle around, over and in part of a huge planet like battle station. You all know the rest of the "Star Wars" movie legacy. Of course I had to go back the next day to see the film again, especially since the print that was shown was in glorious monophonic sound. A few years after the movies' release a new video game appeared at the local arcade. The "Star Wars" game recreated the final battle between Luke Skywalker and the Death Star, with you controlling an X-wing fighter as you battled in space, over the Death Star and then in a trench against the forces of Darth Vader. Featuring crisp vector graphics and digitized speech and music the game was a totally involving experience. Now Broderbund software has brought that experience to the ST with a home version of "STAR WARS".

This program faithfully recreates the arcade experience. You are presented with a first person display out the viewport of your fighter. Around the edges of your screen are the tips of your laser turrets and they move in response to your ships direction. All graphics in the game are of the vector or outline graphics style, similar to "Battlezone" or "Starglider I". By sticking to vector graphics an increase in program speed is gained making "STAR WARS" play very smoothly and quickly.

The battle takes part in three stages, with all three parts included from the third level on. You start out in space fighting the Tie fighters as well as the ship of Darth Vader. These ships come into your view from all sides and shoot expanding fireballs at your craft that you must destroy with your laser fire.

Tie fighters may be destroyed but Darth Vaders' ship will only absorb your shots. Control of your ship may be with mouse or joystick and I found the mouse to be the better controller, allowing precise placement of your shots.

After your fight around the Death Star you go zooming over its' surface as you battle against red pillboxes that are firing at you as well as growing towers whose tops may be shot for additional points. If you are able to take out all the tower tops you get an additional bonus. Finally you plunge into a trench where you must shoot fireballs being launched at you from ports on the side of the trench. In addition you must avoid the catwalks crossing the trench as you make your way to your final shot into the port that will result in the destruction of the Death Star. If you accomplish that task you fly off into space and view the explosion of Darth Vaders' evil weapon.

All of the action is accompanied by digitized sounds from the film. You hear Luke say "I'm going in" before he flys into the Death Star, and after you blow up the Star Hans Solo congratulates you with "great shot kid, that's one in a million!" In addition as you make your way down the trench Obi-Wan advises you to "use the force, Luke" although I can't figure out what to do to use the force. In the arcade you were given an additional button on your controller to press at certain points to increase your strength somehow, but no help is given in the game instructions. The use of speech adds much to the excitement of the game and the feeling that you are really in a fighter. The vector graphics are crisp and clean and allow for a fast playing, exciting game. As computer technology progresses we have been treated to solid graphic games, some of which are very good, but most have some jerky aspects to the animations that you just don't see in this game. And, frankly, the action is so fast and furious that the lack of solid targets isn't a problem. Perhaps in a few years a new version of a similar game

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HARD DRIVE TURBO KIT

BY VICTOR T. ALBINO

When you drive a car that you bought only for basic transportation, you normally are not in the market for fancy accessories designed to increase performance. On the other hand, if you decide to purchase a sleek sports car, you suddenly become interested in such items as radar detectors, high performance tires, and tachometers. In the same way, if you are using a normal floppy disk drive, you probably would not give a second look at programs that are supposed to increase the performance of your disk based system. But, if you own a hard drive, then the kind of utilities provided in the **HARD DRIVE TURBO KIT** from Michtron quickly become something you want to test drive.

Basically, people buy hard drives for two reasons. First, they are a lot faster than floppies, and second, they hold much more information. After awhile, however, as files are written, moved, and erased, the hard drive may appear to become sluggish. Disk I/O may actually slow down to the point where you might really see no difference between the operation of your once speedy hard drive and your old floppy system. Probably the most common reason for this gradual slow down has to do with changes that take place in the drive during normal file operations. Instead of being saved in nice, continuous sectors like they were when the drive was new, files may now be recorded in small fragments all over the surface of your hard disk. This means that the time to find these sectors, and then to write to or read from them, is vastly increased. One way to deal with this problem would be to save everything on your hard drive to floppies, reformat your hard drive and then resave everything all over again. This is a big job, and not something one would want to do regularly. As you might suspect, this task of reorganizing the files on your hard disk can be accomplished much more efficiently by a special program that rewrites all your files into contiguous segments and also collects all the free space into one area as well. This would help to maximize both disk reads and writes. Of course, this is precisely one of the functions that the HARD DRIVE TURBO KIT is designed to accomplish for you. This program even allows you to do a quick disk diagnostic check so that you can determine just how bad the file fragmentation on your disk is.

In addition to all the above, the tune up function of this program provides other services. You can list all the files on a selected disk, print out statistics on how a disk's files are fragmented, graphically display the used blocks on a disk or file, or check the file structure of a disk for consistency problems. All errors found will be reported, and some will even be automatically fixed by the program. All of this information is displayed in a window on the screen or may be routed to a printer for hard copy. If the user wishes, he can terminate any report currently in progress by hitting the control undo keys.

The HARD DRIVE TURBO KIT also includes a multi-option hard disk back up program. For example, you can choose whether or not you wish to back up system or hidden files. The beauty of this program is that, like the disk tune up function explained above, it is all GEM

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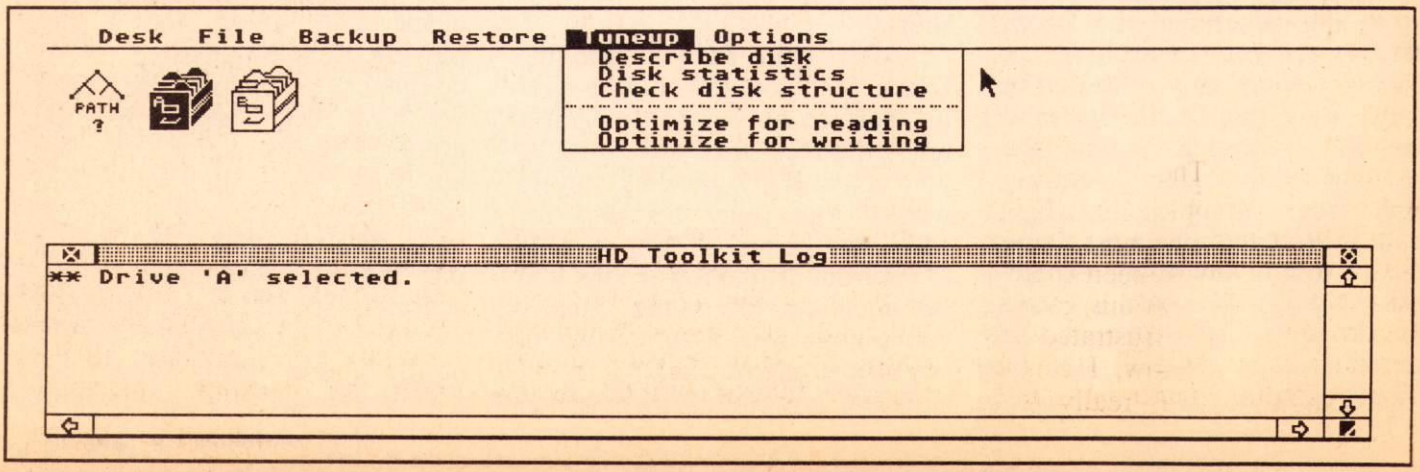


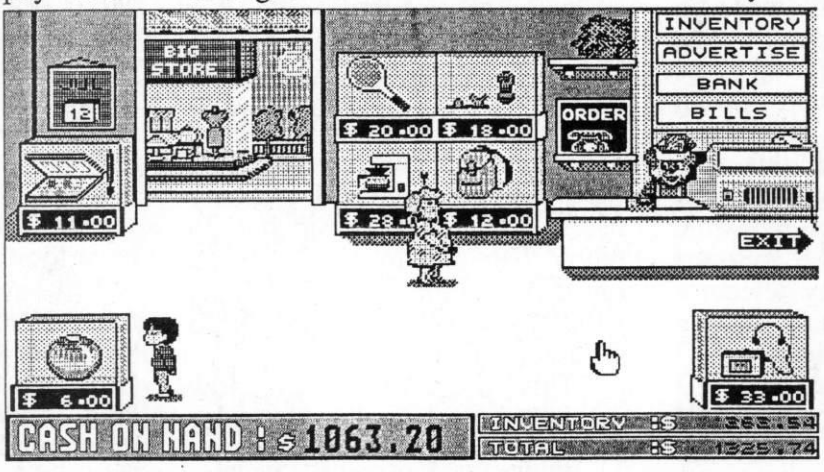
General Store

A Bentley Bear At-Home Tutor

by D.A. Brumleve

A new entry in Atari's Scholastic Series offers children some hands-on business experience. General Store, programmed by Corinne and Alexander Yarmitsky, is a merchandising simulation featuring Bentley Bear as the store's owner and sole employee. In the role of Bentley, the user must purchase goods to sell in the appropriate season, set prices and schedule special sales, arrange advertising, pay overhead expenses, and handle the day-to-day business of managing a store. Separate disks are supplied for use with color and monochrome systems. The disks are not copy-protected and use of a backup copy is encouraged. Atari is to be commended for avoiding copy-protection; disks in the hands of children are prone to damage. The program loads automatically when booted from Drive A. It takes a great deal of time to load, but disk accesses during actual play are rare, so there is little waiting time after the initial loading. The package includes a plastic-protected binder with slots for the two disks and the manual. The 32-page manual is staple-bound. The writing is clear and concise. The program's user-interface is straightforward and consistent, however, so there is little need to refer to the manual. The manual does provide some helpful information regarding marketing strategies; since children are not likely to read it, I would suggest that the teacher or parent review this information with the child. The program is targeted at children in grades 4-7, with recommended use as enrichment for gifted 3rd graders and as remedial practice for 8th graders.

The main screen of the program shows the store's display cases, in which the user arranges seven items for sale.



The General Store's showroom. 7 items may be displayed for sale at a time.

Certain items will sell better when placed in particular locations in the cases, and one of the challenges is determining which display location is most effective in marketing the items. Bentley stands behind a counter as potential customers enter the store and browse. When a customer is ready to make a purchase, he or she comes to the counter. The user clicks the mouse on the cash register to initiate the transaction. It is here that the most obvious academic purpose of this program comes into play: the user is required to act as the cash register; that is, the user figures the total amount due to the store, and, once the customer has tendered the cash, the user figures the change. The addition and subtraction is done from right to left, as children are taught to work such problems. A customer may purchase (or return) up to four items at a time, and adding the columns is sometimes more challenging than one would expect.

The main screen provides a variety of ways in which the user can manipulate the marketing and find out needed information. A calendar keeps track of the date; it takes a few hours to get through a General Store year. It is important to keep track of the date, as much of the merchandise is of a seasonal nature. A view of the current weather is available in the open doorway. Clicking the mouse on a telephone takes the user to the ordering screen, where any of twenty-five items can be selected and ordered in quantities of the user's choosing. Products range from simple toys and sweets to higher-priced electronic goods. Suggested retail prices are provided, but it is also a good idea to check the prices on similar items offered by the Big Store across the street: to do this, the user simply clicks on the store, visible from the open doorway in the main screen. The stock room can be checked for current inventory. A mailman delivers bills for telephone, electricity,

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NICKELODEON FIVE

THE ST UNIVERSAL MUSIC PLAYER,

by Thomas N. Tjarnberg

Since people began bringing computers into their homes there has been an interest in getting them to play music. Any machine that was provided with some kind of sound chip has had that chip exploited by programmers and there have been many programs developed to allow the user to input music playable through their monitor speaker. The Advanced Music System versions one and two for the Atari 800 computer allowed you to create four voice sound by the tedious process of entering notes one at a time on a text editing screen. Some very impressive files were created in this way and there are still hundreds, if not thousands of files available on Atari specific B.B.S. systems as well as on the pay telecommunications services. In the Commodore 64 world the SID player and the Enhanced SID Player, named after the 64's sound chip, allowed Commodore owners to create some very impressive song files. With the arrival of the ST we saw the development of the Music Construction Set, Music Studio and Music Studio 88. These programs allowed you to input music on the screen by placing notes on the staff and hear the output through your monitor speaker or through a MIDI equipped synthesizer. And with the arrival of EZ Track true music keyboard input was added to the ST arsenal of music creation tools and music played in by the user would be recorded and played back through your music keyboard. As you can imagine there have been many files created by users of these programs and until now you had no way of accessing all of them unless you bought all the programs, and perhaps another computer system or two! **NICKELODEON FIVE,** from Mars Merchandising, allows you to load music files created from the eight programs mentioned above and play them through your computer speaker or through your MIDI equipped synth using up to four MIDI channels. Packed with features and selling for an extremely reasonable $19.95 it is a program that should be in the ST library of anyone who enjoys music and wants to have an easy to use way to hear it on their ST or keyboard. Many users don't play music but do enjoy listening to songs played on their computers, and NICKELODEON FIVE allows you to do this with ease.

This program runs in low resolution and requires a color monitor. After loading you are presented with music and a title screen. Hitting the ESC key brings up a prompt to enter a word from the four page manual. Then you are taken to the selection screen. One of the drop down menus provides you with on screen help for all commands: just pick and click and a window pops up describing that feature. To pick your song file you must first tell the program what type of file you wish to load from another drop down menu. Then choose Locate Files from the Options menu to tell the program where the song files are. Now choosing Select from directory will present you with a list of all files on your disk that are in the preselected file type. Another menu bar now appears that allows you to play files that you select by clicking on them, or just select all to pick all files. Click on sound and then pick play and all the files will play in the order selected. You may have each song play up to nine times. If you have a keyboard hooked up you will also hear your music through your synth and may pick preset sounds on MIDI channels one through four. To stop play simply click the play option again. You may also pause the play list or clear the list by clicking on the appropriate buttons. Another button, labeled More, allows you to scroll your song list down if you have too many titles to fit on one screen. Finally, selecting Menu returns you to the main screen with the strange message "move your mouse down". This probably is required due to the programming and is not a great imposition.

If all this program did was play files it would be pretty impressive but NICKELODEON FIVE has more options. You may select several types of sound for your ST sound chip, including Flat, Decay1 and 2, Triangle and Noise. The Noise component may be added to any of the other four sound wave types. You also have the option of setting all the MIDI output to channel one if your keyboard doesn't receive on multiple MIDI channels. The Display option allows you to pick what kind of screen display you will see while your songs play. You may choose from a keyboard, on which will be shown the notes as

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SPACE QUEST III

by Thomas N. Tjarnberg

Can Roger get off the scavenger ship? Will he escape the evil clutches of Arnoid and rescue those 2 guys from Andromeda? Or will the tourist trap on Planet Phleehbut deplete Rogers' finances to the point he can't even afford a Monolith Burger?

You sit in a darkened room, eyes focused on the screen in front of you. Suddenly the words ***"Sierra presents"*** appear in front of you, accompanied by a trumpet fanfare playing the notes of a familiar theme. Then, as the music kicks in with bass, drums and lead synthesizer the title of Sierra On-Lines' latest extravaganza, ***SPACE QUEST III,*** appears on the screen. But we are not sitting in a theater or watching some video presentation, we are actually viewing an Atari ST monitor and listening to the sounds of the Roland MT32 sound module and the effect is simply amazing! As we watch the introductory sequence we see Roger Wilco, floating in a shuttle ship. At the end of Space Quest II, you see, Roger had just escaped the asteroid fortress of Sludge Vohaul in an escape pod. Running out of oxygen, Roger has placed himself in suspended animation in the hopes that he will be picked up some day. Unfortunately for him he is picked up by a robot controlled metal recycling ship and his pod is dumped unceremoniously into the hold. Now awake, Roger must find a way out of his current dilemma before he ends up as so much scrap metal-:crushed in the jaws of the metal grinder!

Unknown to Roger, those "2 guys from Andromeda (actually Mark Crowe and Scott Murphy)" have been captured by software pirates and have been taken to the offices of Scumsoft where they will be forced to write inferior software unless Roger can rescue them. In addition Roger is being pursued by the vicious Arnoid the Annihilator who doesn't have your best interests in mind.

The answers to these and many more life changing questions will be found while playing SPACE QUEST III.

SPACE QUEST III is the latest program from Sierra On-Line to use the new game development system and the 320 by 200 sixteen color graphics are a delight to behold. The game starts out will a fully animated cartoon that shows the beginning of Rogers' latest adventures as his escape pod is brought aboard the robot scavenger ship. This sequences rivals many of the best science fiction films in the attention to detail, animation, and special effects. After you view the opening sequence-(which may be skipped with the press of a mouse button) the game starts with Roger emerging from his pod, ready to explore his new environment. As with all Sierra games, control may be accomplished via mouse, joystick or keyboard and the program fully supports drop down menus and function keys, allowing you to adjust controls to your specifications. Your first task is to explore the ship and find a way off and you have many locations to discover. Attention to detail is evident throughout this portion and many in jokes are strewn about in the garbage, such as the pod from 2001 and the rocket from the ACME rocket company (probably a Willy E. Coyote reject!). As you explore you will notice several improvements to the graphics of the game, with shadows, scale and perspective effects throughout. There is one sequence in which Roger rides a "grabber" rolling on a rail and as the machine moves away from you it gets smaller. Shadows are cast in different directions as he walks through a scene as the light source shift. The addition of these effects makes an impressive program even more impressive and as the folks and

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SPACE QUEST III

Sierra realize more and more potential from their programming system we can anticipate even more dramatic effects in the future. I will give you one hit as to how to get off the ship. A ladder will come in handy when dealing with a slippery surface. Hope that doesn't give too much away!

Once off the ship the game becomes a bit non-linear as you may choose from a number of places to go next, such as the volcanic planet Ortega or the desert planet Phleebhut. This game is full of stunning images that you must experience for yourself. As your shuttle takes off the view out your ship window is impressive, as is the view from the side of the scavenger ship as your craft rockets out into space. There are many other delights to discover, such as the frightening tourist trap of Phleebhut. Once you discover its' location you are treated to a carload of alien tourists as they climb into their station wagon(yes, a real station wagon complete with fins and rocket power), pausing to snap a photo before they leave. Inside the tourist trap you must deal with a delightful, fully animated alien salesman whose facial expressions are priceless! See what happens when you show him your crystal. It is this commitment to excellence in animation and presentation that truly sets the Sierra programs apart.

Coupled with the outstanding graphics and animation is the further utilization of the Roland MT32. This module, which I described in detail in the July issue, turns the game into a completely different experience.

You have actual musical instruments playing in conjunction with the actions on the screen, and with the release of SPACE QUEST III the Sierra programmers have realized a new aspect, that of sound effects. There are a number of effects that accompany various portions of the game. When you open your escape pod, you really hear the door open and click into position. Operating the "grabber" you hear a whining beep when you move. If you get eaten by the grinder teeth you hear the satisfying crunch of your bones breaking! On the planet Phleebhut desert winds accompany your movements. These effects are not heard when playing the game using only the monitor sound chip. In addition, excellent background music now accompanies your movements during many portions of the game, providing a feel similar to that of a Hollywood movie. Bob Siebenberg of the rock group Supertramp has written an original soundtrack with over 30 minutes of music to accompany this game and it really is great when played by the ST driving the MT32. Sierra now has four games in release that support the module and more are to follow. Sierra offers a free demo cassette by calling 800-344-7448 and I highly recommend that you get one to see for yourself the tremendous effect that this box can make on a game. Since Roland now has other products coming out similar to the MT32 it is possible that their price may come down. I have seen prices as low as $495 for a new MT32. I just have to figure out how I can afford one since I had to send Sierras' review module back to them so someone else could use it.

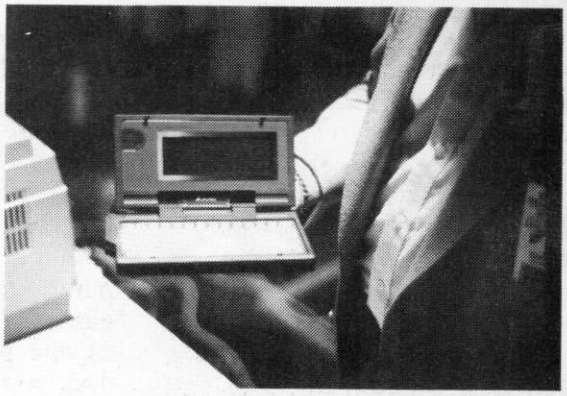
To sum up, Sierra, along with Mark Crowe and Scott Murphy, have created another masterpiece in 3D interactive games with SPACE QUEST III. Offering humor, great graphics and animation as well as a compelling original soundtrack the program has much to offer. The puzzles are of reasonable difficulty and once you get off the ship you have a number of choices in how you would like to proceed.

In addition the program has no copy protection and is hard drive installable. Please respect the consideration that Sierra has show the Atari ST market and don't steal or pirate this program. Sierra has planned to support the ST market for the foreseeable future and have at least four products in development that will be released for the ST. I will be meeting with a representative from Sierra in July and will report on their new products in the August edition. For more information see your dealer or contact Sierra On-Line, P. O. Box 485, Coarsegold, CALIFORNIA 93614 or phone 209-683-6858. And definitely get a hold of their demo tape for the Roland MT32 and see how computer games can truly sound!

Sig Hartmann of Atari greets first show attendee.

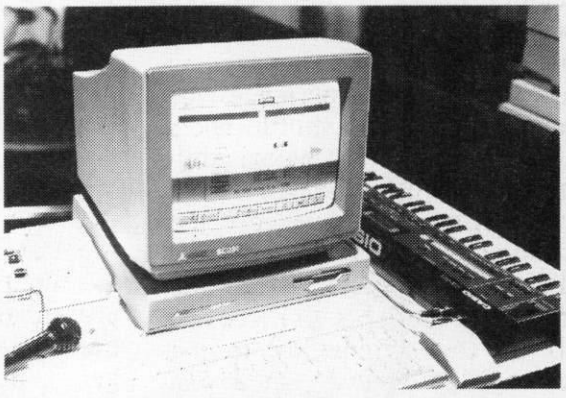
Eager Show Attendees Wait Fot the Doors to Open.

A Great Time Was Had By All In Detroit.

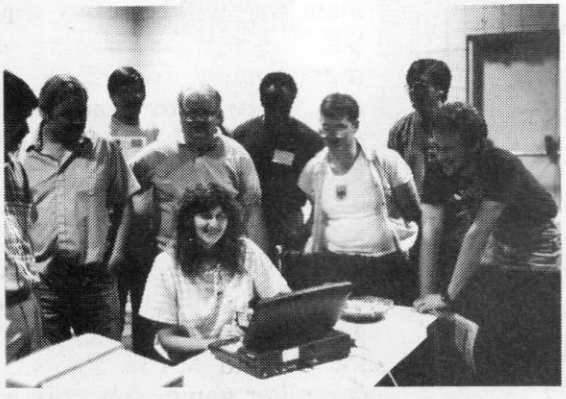


"Portfolio", a true hand-held IBM Clone.

Migraph's Hand Held Scanner and the Moniterm.



Alpha System's Revolutionary "Jam-Master"



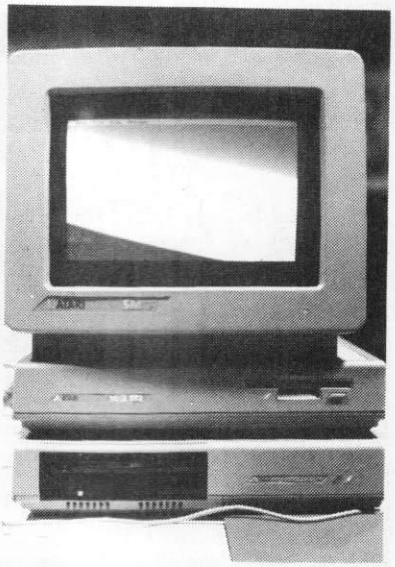
Sandy Small and "friends"

"Girl of The Year", STACY
with THE prototype of Spectre GCR.

Rich Tsukiji and Chris Roberts ready door prizes before the Sunday Show.

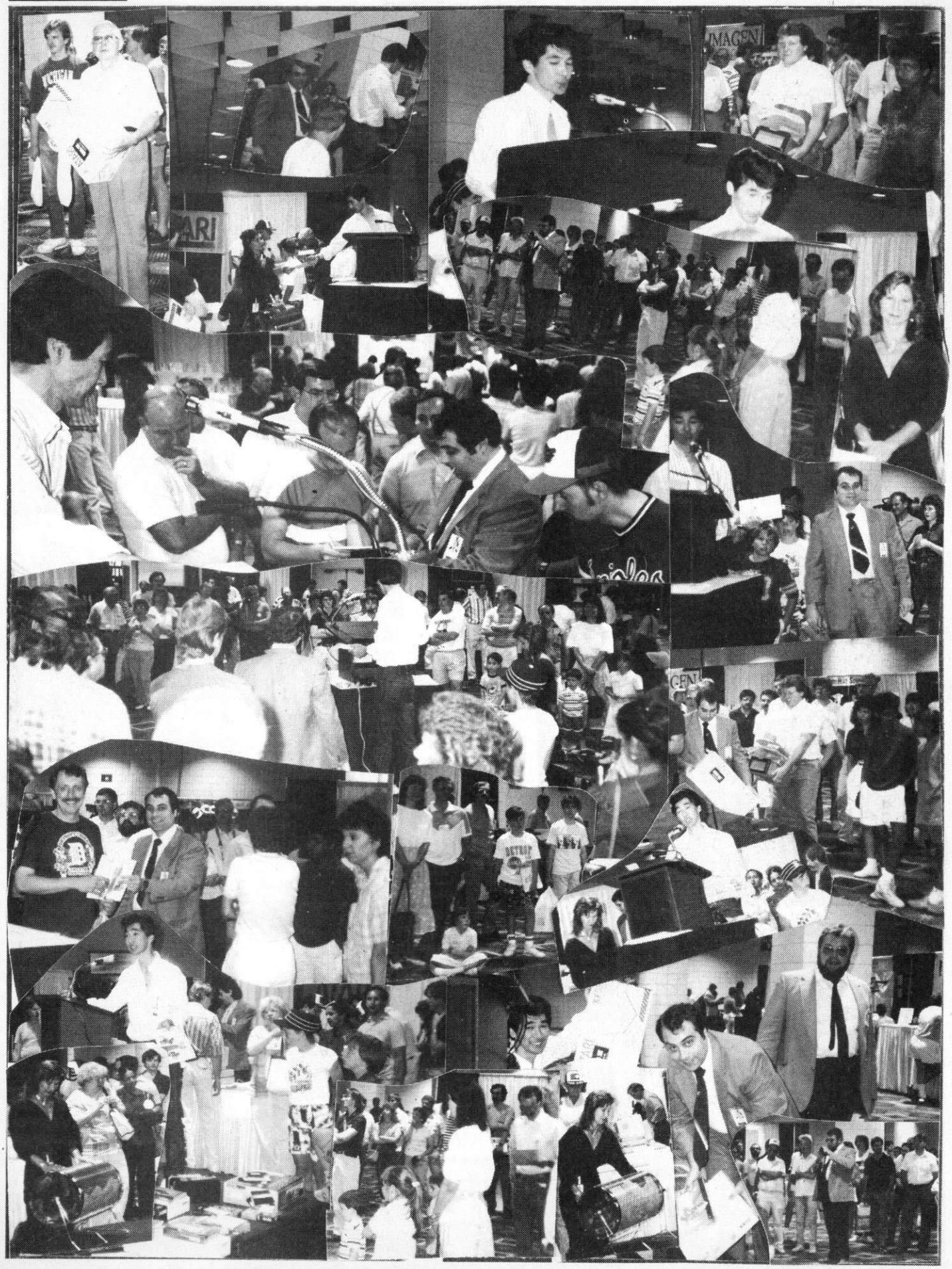
30 minutes AFTER the show closed on Saturday. People didn't want to leave!

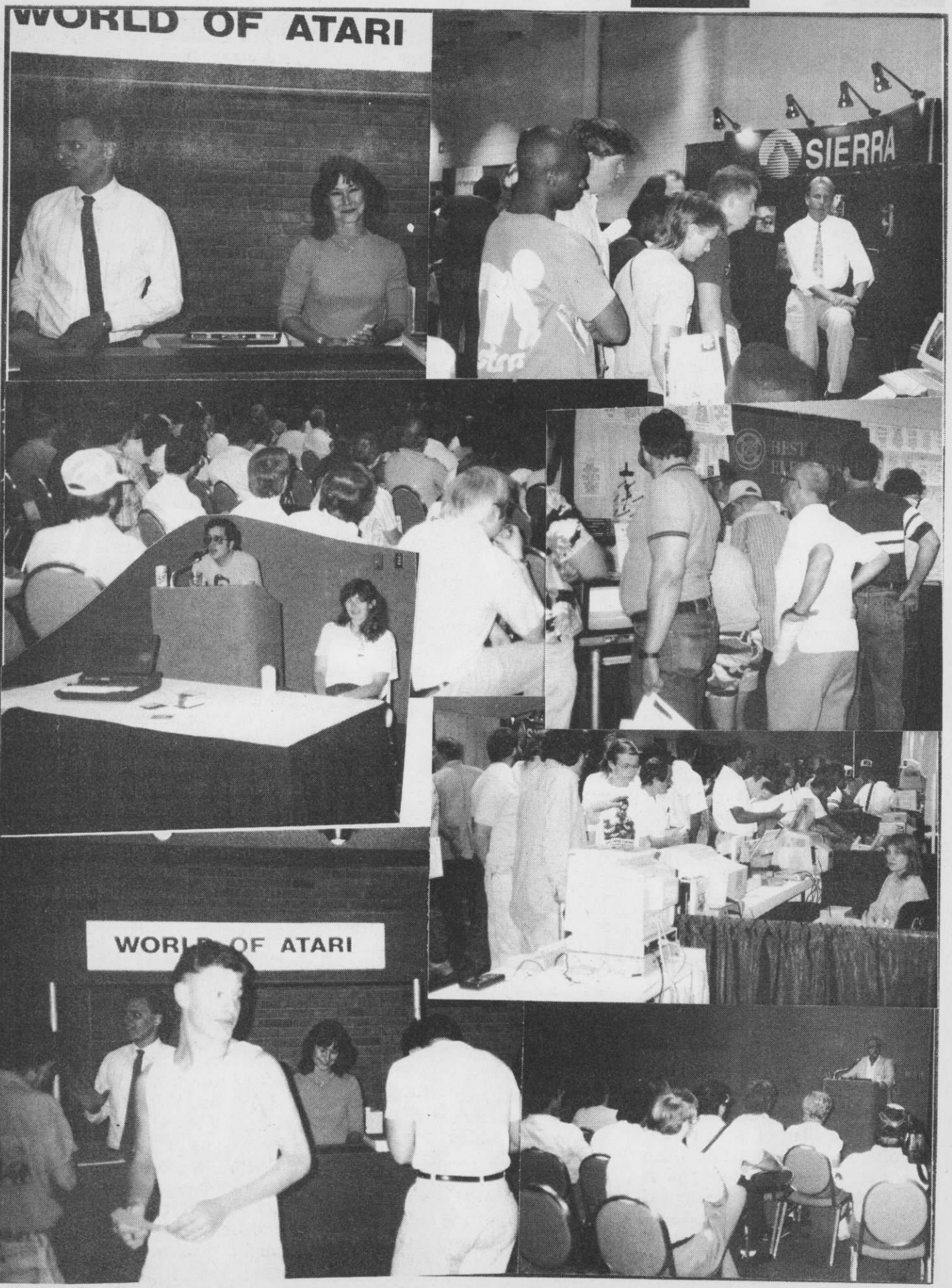
Spectre GCR and STACY... Imagine Thias Picture in the Wall Street Journal!



New Atari Tape Backup Unit on display.

Photos by Charlie Young

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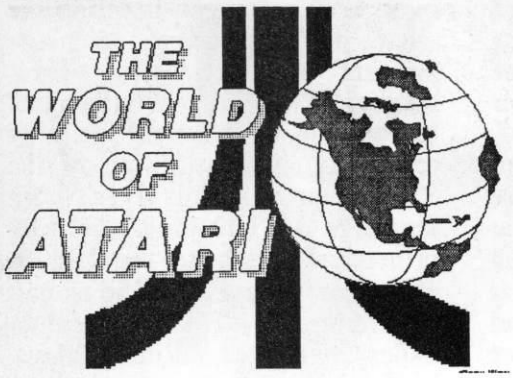

DEARBORN MICHIGAN JUNE, 1989

REPORTED BY CHARLIE YOUNG

WORLD OF ATARI, Detroit. (Who Was There and What They Were Showing!)

The **World Of Atari** show, the latest in a string of exciting exibits of Atari hardware and software, and a great time was had by all. But in case you missed it, sit back with a cup and take a walk-a-bout the show via the pages of **ST WORLD.**

MARS MERCHANDISING
REEVE SOFTWARE

Look for a review of their new program called "Nickelodeon" coming soon here in ST World. It allows a user sequence virtually ANY sound file regardless of format into a "Nickelodeon" series of playbacks. You can change playing order and voice on the fly, and if you get tired of hearing a selection, just hit the space bar to skip to the next! They also had a great selection of ST and 8-bit software and acessories. My favorite 8-bit software was Diamond GOS, a GEM[like] graphics shell. Their logo says, "Electronics For Earthlings" and that ain't no lie. Thanks to Mark Lacine for the tour and Naa-Noo, Naa-Noo!

COMPUTER CELLAR

It is easy to understand why Computer Cellar of St. Charles, Illinois is so successful, when you listen to Donald Bahr talk to his customers. He was heard telling new customers to be sure to stop in at his store and be prepaired to sit and visit. "The one thing you can do is play all day long in our store..", Bahr was heard to say to a prospective customer. Computer Cellar boasts, "User Friendly, Full Service Computer Dealer" and from what I saw, it isn't an idle boast. Call their BBS at (312)289-1089.

C.H.A.O.S.

Capital Hill Atari Owners Association President, Leo Sell is one of the best reasons I can think of to join that group. If the effort put into the C.H.A.O.S. showing at World Of Atari is any example of what he puts into the group, then their success is quite understandable. When you're around a group with spirit, you can feel it. If you live in their area and are reading this, don't take MY word...check Leo and his group out yourself.

1ST STOP COMPUTER SYSTEMS

Drives, drives, and more drives. If you need either a 5 1/4" or 3.5" floppy drive, then do yourself a favor and see Bruce Hansford at 1ST Stop. He's even got the drivers that will allow you to read 360K IBM formatted diskettes. They're located in Centerville, Ohio and you can reach them at 1-800-252-2787. Do you have an XT or clone with a 5 1/4" floppy and none for your ST? Shame on you!

CODE HEAD SOFTWARE

John Eidsvoog, co-author of the popular software "Hotwire" was showing the full line of Code Head wares. Hotwire is a hot new shell for the ST/Mega line that allows you to pre-define software binded to "hot key" combinations that make one key running of software located anywhere on your drive possible. Couple this with "Multi Desk", their program that will enable a user to have unlimited desk accessory power, and PRESTO! You're a POWER user! And if you're into the expanding field of desktop publishing, don't miss G+plus, their improvements on Atari's GDOS. It's faster, and easier to use too! If you're interested in these hot new products, CodeHead is at P.O.Box 74090, Los Angeles, Ca. 90004.

Z-NET NEWS LETTER SUPPLIMENT/SERVICE

If you're like me, you've been seeing much ink about Z-Net here in ST World without ever really knowing what they actually did. They have a unique service that is two fold; first, to provide almost "real time" news on happenings in the Atari community on GEnie or hundreds of smaller boards around the country, and secondly, to offer printed national news to Atari users groups to "fatten-up" their local newsletters.

On Saturday night, I witnessed them (4 of the editors) working continously from the close of the day's show, until after 11PM trying (successfully) to get the latest show news online immediately. If you edit an Atari news letter, give them a call at (201)968-2024.

GREAT LAKES ATARI ST SUPPORT

If you live near Troy, Michigan you'll be lucky enough to have the opportunity to scoot on over to Athens High School, 4333 John R Road for one of the G.L.A.S.S. meetings, They meet every second Thursday from 7-9PM in classroom 1528 on issues of concern to Atari owners such as training, guest speakers, demos and talks. And, you might just want to scoop up

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some of their P.D. Software diskettes too! Give Mike Mileski a call at 828-1653 after 4PM for more information.

ICD Inc.

I saw, perhaps, some of the best tape backup hardware this side of Sunnyvale while getting the tour from Clifford Terry at the ICD booth. They're located in Rockord, Illinois at (815) 968-2228, and their hardware uses audio cassette sized tapes for your backup convenience. This stuff was really hi-tech!

DATAFREE INDUSTRIES

Right next to ICD were the folks from Datafree Industries with their awesome 8/16MHz accellerators for the 68000 chip. You've got to see this board to appreciate it. Real fuel injection for the ST!

MIGRAPH

One of my personal favorites at the show was Migraph's hand held scanner which interfaces directly into their great graphics package, "Touch-Up". To make it all more interesting, they had it all running on one of the large screen, workstation class monitors. Wow! The scanner can slurp up a graphics image faster than you can say, "Rad Ralph radiates rediculios rumors religiously"!

RITE WAY COMPUTERS

The first think any atendee saw when entering the show were the "girls of Rite Way", handing out brochures and smiles. Their "tease" shirts were out done only by the crowd that circled the Rite Way booth at all hours. You'd have thought that one of those model gals had spilled a "big gulp" soda on her shirt the way folks were lined up three deep. But alas, it was something that puppy love could never replace that drew show atendees away from the girls, it was a good price on computer gear! The computer bargains are at (313)751-2454, and the girls are at... well, some things ARE secret!

MICHTRON/MICRODEAL

What do you get when you put a great games maker in a booth with a great software house? Something for everyone! If you were there Saturday, you got to shake hands with Tim Purves, author of the Michtron BBS series. Err...excuse me? Did you say you were using FOREM? You ain't using the best until you try BBS 3.0, the multi-user Michtron BBS. Now don't say you weren't told!

One of the most exciting new things for sale at Michtron is the Highsoft 'C' interpreter. Imagine how easy it could be to finally learn 'c' without having to wait for a program to compile to check for errors. Look for a review of this product, as well as another Michtron product called 'C-Breeze', a programmer's editor for 'c', in ST World soon.

MicroDeal was in full swing with games galore, and some of the new interactive games are un-real! You can always tell how good games are by the crowds they draw at a show, and folks were lined up like lemmings at a MacDonalds lunch counter to see these programs.

IMAGEN

Not knowing much about desktop publishing, I wandered over to the Imagen booth to see what a "PostScript" language printing system was. Their product, called "UltraScript" brings the real world printing capability of PostScript to the ST. Seems like this Post Script language is THE thing with laser printers, enough to see UltraScript from Imagen pop up as part of Michtron's "Fleet Street Publisher" package. With a Mega, hard drive, laser printer, and F.S.P., you're in the printing business! Just think, before I visited the Imagen booth I thought PostScript was a new breakfast cereal, like PostToasties. Dig 'em! (1-800-635-3997)

SOFTREK

Another enjoyable visit at the show was with my friend, Wayne Buckwhold, at the SofTrek booth. Wayne's product is Trubo ST, the software blitter for ST computers. As I type this article, I am using Turbo ST (1.54) and watching Word Perfect FLY! The official release will be 1.6 and split up the color version from the monochrome version to use less memory, along with the long awaited routines to speed up graphics.

Version 1.54 here has enhancements for Word Perfect and for the GEM windowing routines. Normally, GEM drawing windows is like pulling a wet noodle from the side of a pot, you get a stretch, then finally a pop when the noodle pulls loose. With Wayne's Turbo blitter software, the window drawing routines act like a bead of mercury dropped onto a floor. The menus literally BURST onto the screen.

I promise that once you use this product, you'll never be satisfied without it. Version 1.6 ought to be ready when you read this, so give Wayne a call and order one today.

INTERSECT SOFTWARE

Most everyone in the ST community has heard of "Interlink ST", a professional terminal package for 520's and 1040's by

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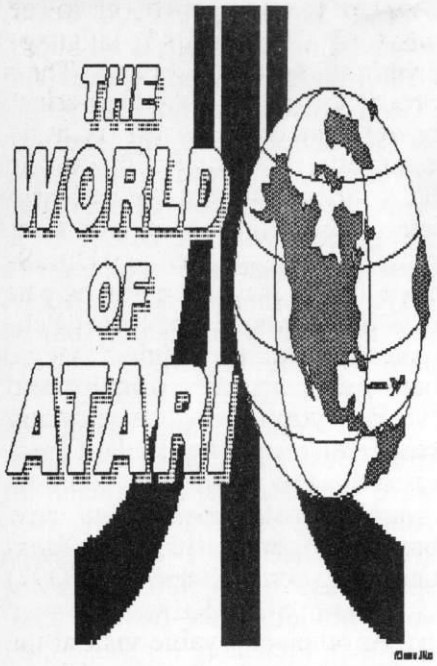

DEARBORN, MI

Intersect Software. Many have bought and regularly use a "switcher" program by Intersect called "Revolver" with great success.

If you're one of the lucky folks who have hocked the wife and kids for a Mega, you'll be especially interested in their soon to be released offering called "Masterlink". Masterlink combines features from Interlink ST and Revolver into a true multitasking terminal program. You can fully automate a login session with your favorite BBS or information service, then do anything else you wish to do on the ST while your script runs in the background. If the host stops at any point for something that Masterlink cannot provide, a window will pop up in the middle of your application asking for input. You may hide the window and suffice with a "BEL" if you do not wish to be annoyed during whatever you're doing. We hope to be fully reviewing the finished product here in ST World soon!

GENIE INFORMATION SERVICES

"Why don't you call GEnie?", I was asked several times by GEnie personnel during the show. The fact is that they don't have a "node" in Pensacola, and with PC Persuit costs going through the roof, who can afford?

If you ARE lucky enough to live in a town where GEnie has a node, or if you're a Compuserve subscriber, you'll want to give GEnie a try. The online flight simulator is amazing, as are many other of the games available. The Atari information available on GEnie is always the latest and greatest, if for no other reason than the effort put forth by the folks who put together "Z-Mag".

Although I am not familiar with GEnie first hand, (I used Compuserve in New Orleans for several years), what I saw at the show alone would have been enough for me to give them a try if there were a node back home.

NEODESK 2.0

The folks at GRIBNIF SOFTWARE have a winner on their hands with the release of NEODESK 2.0, a complete replacement for GEM. Just what the world needs, another shell ...right? RIGHT!! NEODESK is enough like GEM by Didgital Research to make those old GEM hands out there feel at home really fast.

NEODESK 2.0 has so many improvements over GEM, however, that this blurb cannot do it justice. Just a few goodies in NEODESK are, the ability to create and edit your own icons, place any file or icon right on the desktop, ability to "Send Window to Back", columnized "Show as Text" function, and all in less than 24K! This is no "stick graphics" shell either. It is a professional window based replacement for GEM, with everything GEM has and more.

Call GRIBNIF at 1-800-999-GRIB for a brochure. This product is one that any serious ST user should seriously consider.

INNOVATIVE CONCEPTS

They had MS-DOS machines, they had 8-Bit Atari gear, they had ST stuff, and more! I'm talking about Innovative Concepts of Warren, Michigan.

Although I'm sorry that my wife, Joan, couldn't make the trip to Detroit with me (in case she reads this), Innovative is the kind of place that divorces are made of. I mean that when I get around THAT MUCH COMPUTER GEAR, I GO BONZO! Lost in space for hours. So with Joanie in P-cola, I freely admit that I "O.D.ed" on Innovative. I looked at EVERY box, EVERY gizmo, EVERY thing on display! It took me over two hours, and I say this with a free conscience...I LOVED IT!

ACCUSTAR SOFTWARE

There are magicians in Rochester, Michigan to be sure! Once I saw the quality of the graphics on "Swiftar", their latest game release, I was hooked. This game features BETTER than arcade graphics! And if that were not enough, they were showing off their almost completed offering to be called "Winger". Winger will boast 3-D graphics simulation on a two dimensional plane (your monitor).

Although I didn't play the games, the superior effort put into making the graphics of these products would be enough to convince me to give them a serious look. When you see "Swiftar" and "Winger" on the shelves of your local software store, give them some hard consideration. If you like the game, I KNOW you'll love the graphics.

ALPHA SYSTEMS

Alpha Systems of Macedonia, Ohio may be known best for "DigiSound", the digital recording and editing software/hardware. That was until now. What you will be hearing about the A.S. folks in the future is universal praise for their newest

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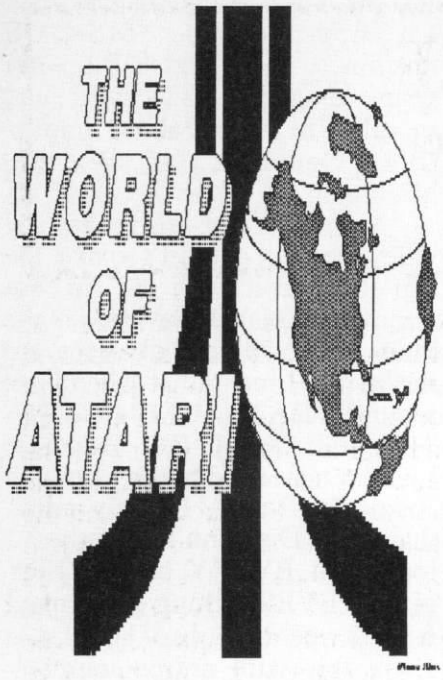

effort, "Jam-Master". Why the interest? If you use your ST to create or record/edit music, then you'll be wanting "Jam-Master" for what it can do that no other program can match. Imagine mapping ANY digital sound, up to 32 of them, to your own keyboard. This "Beat-Box" compatible offering will also record and playback 4 channel polyphonic sound, 4 voices worth.

What they are doing is making a $1200 keyboard do what until now required a $20,000 keyboard. Add "DigiSound" and you can "live mike" and edit your own sounds and map them into your keyboard with "Jam-Master".

Alpha Systems is at 216-467-5665, and when you call, ask them about their product called "Back Track", which allows you to recover storage space on all those single sided diskettes you've accumulated.

GENESEE

The folks from GENESEE, Flint Michigan were right next to Alpha Systems with their huge library of public domain diskettes. This group must have a DEDICATED set of officers! If you live near Flint, and are an 8-bit or ST user, call GENESSEE for more information on membership.

SEYMOR/RADIX

One of the first digital scanners for the ST was IMG Scan by Seymor/Radix. It has thus far proven to be a reliable way to scan most any graphic into the ST. The scanner attaches to your printer's print head, plugs into the ST, and BINGO! You're ready to scan!

The IMG Scan software allows contrast adjustment, resolution adjustment, and writes its output to an ".IMG" file that Fleet Street Publisher and other "Desktop Publishing" programs can read into printable form.

If you are a user who insists on "tried and true" products, you'll feel safe plucking your hard earned cash down for this baby.

M.A.G.I.C. Users' Group

The scene...Warren, Michigan. The place....South Volunteer Center at 4801 Martin Road. The event...The next meeting of MAGIC! Be there! And while you are at the meeting, ask to see their graphic demo for the ST and Mega. I loved the FROG!

CAL-COM Inc.

Another dealer drawing BIG crowds at the show was CAL-COM of Silverspring, Maryland. If you can imagine ST software and hardware accessories stacked wasit high, and for 30 feet...then you can imagine what the CAL-COM booth looked like. If you are in the Silverspring area, please support this FULL SERVICE dealer!

SIERRA ON-LINE

Who is "Liesure Suit Larry"? In last month's ST WORLD, you got a chance to see the review on Sierra's "Looking For Love", where we were introduced to its main character by that name. Poor Larry seems to be looking in ALL the "wrong places"! But L.F.L. is but ONE of a whole SLEW of participation simulation games. Another, "Police Quest", is a very realistic idea of what being a dective is all about. Then there is "Space Quest" and "Gold Rush", the latter of which is a shoot 'em up western adventure. From a company with the reputation of providing ST gamers with the BEST, these new offerings are well up to PAR. See them in ST WORLD, see them at your dealer, but be sure to SEE THEM!

BEST ELECTRONICS

The doods and doodettes from Best Electronics had hardware accessories for the 8-bit Atari line that I didn't even know existed! I even saw a spare case for a 520ST. It was very obvious that Best is THE BEST in their area for those hard to find ST or 8-bit items. It was a classic case of a faithful Atari dealer supporting the Atari line, and dealers like Best are so VERY important to the survival of our precious machines. Aren't they worth a little patronage?

ENDING IT ALL

Hopefully, I have done justice to all the great exibitors who turned out to help make the Detroit show a success. There was a true feeling of excitement among participants as they strolled the show floor. If you have the chance, make plans to catch the show in Dallas. And if you can't, we'll fill you in on that one too. But there isn't anything like BEING THERE!

Next on the tour

DALLAS, TX
August 19 & 20

COSMIC RELIEF

Prof Renegade to the Rescue

by L. Douglas Werder

Help! My seven year old son has taken over my computer. Unfortunately for me, he's an arcade wizard, a natural. Now when I get home from work he runs up to me not to tell me how much he missed me and how happy he is to see me, but rather to tell me how far he got and what the latest secrets and hints are in our latest game - lately **Cosmic Relief,** Professor Renegade to the Rescue.

Having just recently moved from the Big Sky Country in Montana (hello to the rattlesnake enthusiasts) to the cornfields of Illinois, I was itching to get out and actually visit a store that sold Atari ST software again. I first called the Electronics Boutique store in the Chicago area and was told they were no longer carrying ST software (I wish I had known that about 5 months ago when I bought several items during a visit to Alabama; I was working my way up in the "Inner Circle Club: Buy $200 and get $25 free). I then visited every software only store I could find in every mall I could find near the Chicago area and was told at each one that they no longer carried ST software. How depressing. I was at the end of my rope, ready to go back to the mail order catalogs (no complaints there - the majority of my software collection and most of my hardware came from mail order with NEVER a problem; the couple week wait always seems like forever when you are watching the mailbox though) when I remembered seeing a ad in the Showcase section of ST World for an Illinois based store: Software Plus. I dug out all my old copies and started hunting for the ad when my wife found it by getting on the telephone and calling around (thats why she gets paid those big wife bucks). I grabbed my map, found the location and headed out. Illinois is not like Montana; you don't even think twice about traveling an hour or two to find the city you want - not after you've lived in Montana. Well I found the store and it was everything I ever wanted in a software store and everything I had imagined an ST software store to be. There were actually rows and rows of ST software, not just one section hidden somewhere in the corner if at all. There were games, applications, European titles and even a 1040 ST for sale for a very reasonable price; I was impressed. After browsing for about an hour and a half, I had my choice narrowed down to one of 16 different games. My son meanwhile had found the budget bin where certain software was on sale. I was in a spot. I had enough money to buy one game, or I could buy two out of the budget bin. I decided to buy the two out of the budget box because you never can tell when you will find a gem, or a real dog, no matter what the price. I chose Cosmic Relief, and Seconds Out (a boxing game my son wanted I'll talk about that another time). Cosmic Relief is the better of the two though so here we go with that one.

Cosmic Relief by Datasoft was another gem waiting to be found. Its an adventure where you guide your character around a little world, collecting useful items as you go in order to achieve your quest. It comes on two disks in a nice box with some nice artwork on the front and some screen shots on the back. What first interested me though was the narrative on the back of the box. This is the real reason I bought this game and I'm glad I did. Not only is the game worth the money, but the documentation is the best I've ever read.

Documentation. The docs come in two sections: the manual and the cheat sheet. The manual is only ten pages long and is not a book or anything (only a pamphlet), but it is some of the best ten pages of reading that I've read in a piece of software. About two of the pages tell you what you need to know and the other eight are filled with story line and humorous narratives on the adventurers you may be guiding on the journey. The cheat sheet is a one page map with a list of items and what they might do. I would recommend first opening this sheet up and placing it in easy view of the game at all times. Memorize it if you have to. What does it matter? Not much, you'll still have an awfully lot of work to do. This just might help you a little. I wish they had more clues than they have on the cheat sheet. I still haven't finished the game but I can feel myself closing in. Maybe my son will give me some more clues; he embarrasses me with every chance he gets.

The Story. You will guide one of the five adventurers on a journey to find Professor Re-

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COSMIC RELIEF

negade and will then help him build the device that can save the world. Years ago, Professor Renegade predicted an asteroid would hit the earth and destroy it. Since no one believed him, he went into hiding. Now you must help find him so he can save the world (logic: he knew it was coming and might know how to avoid it).

The Game. After you load both disks and the introduction comes on the screen you may choose your adventurer or go for help. The help prompt merely echos the commands that are necessary for the game (not many) and really make the documentation simply enjoyable reading, not necessary reading. There are only 3 commands that you have if you use the joystick. A "1" or "2" moves the native bearers that are holding the useful items you may have picked up along the way, and an "S" swaps the closest bearer's item with your own.

The five different adventurers each have a different personality (not that I've noticed other than reading the narrative), and each one will require different items to do different tasks: ex. one may require an umbrella or unicycle to accomplish a task while the others may not. They are cartoon like figures that you move with the joystick: up, down, right, left, and a push of the button to jump. To pick up one of the numerous items you will find in your travels you simply have to walk across it. When you walk across it, this is the item that you, the adventurer, will be holding. You may of course exchange that item with any one of your bearers by "swapping", and you have plenty of bearers to carry many items. Each item may be used for its special purpose only (ex: umbrella makes like Mary Poppins) and may or may not be of use for you in this particular adventurers journey. It's simply a trial and error process. Your adventurer will have four lives and you will probably need many more of them before you can master this game. You are also battling the clock in this game, trying to save the world before the asteroid hits, but I wouldn't worry about the time just yet. There's ample time to wander around and you will almost definitely run out of lives before you ever run out of time.

This is not a hard game. I expect I will finish it, or at least locate the professor, without too much more time spent studying the map. The real challenge is finding the right combination of items to complete all the little tasks you must do to even reach the professor. HINT: I forgot the "T" command; if you get stuck you may push "T" for think and hopefully your adventurer may give you an idea about what he needs. Otherwise, he will simply shrug and shake his head, meaning you're on your own.

During your adventure you will fly across the skies into the clouds, battle snakes and monster, crawl through caves, avoid the dripping acid rains, float through the gravity chamber, avoid robots... The screen shows the area you are actually in on most of the screen with the number of lives, the item you are holding, and your bearers, all lined up along the bottom of the screen. There is also a picture of a waterfall on the bottom of the screen too, but I don't know why that is there???

The Bottom Line. Buy this game. This game is an excellent choice for young and old alike. This is a game you can pass on to your children (or they to you) when you finally finish it - if you finish it. The only thing I didn't like is that you cannot save a game; a game is usually short enough that you don't ever have to worry about that. I only wanted to do it so I could just save the game and restore whenever I died. Perhaps this would have made it a little too easy - probably better the way the authors left it. Again: highly recommended and not terribly expensive; excellent writers on the docs, and really good graphics. You will get your money's worth and will probably enjoy this adventure. Granted its not a Dungeonmaster, but I have never succeeded at that adventure either. This is a game for anybody.

DISNEYLAND SPECIAL
WORLD OF ATARI - APRIL 6-8, 1990

Special discount airfare, hotel and car rental packages available. See the Southernm California sights, Universal Studios, TV Shows, Knotts Berry Farm, Marine World. Send for free tour information and pricing. Also includes arrival and departure dates. ST World - Disney, 1385 Cleveland Loop Drive, Roseburg, OR 97470-9622

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HARD DRIVE TURBO KIT

driven with drop down menus so that almost all the work is taken out of the back up process. All you really have to do is switch floppy disks when instructed to do so as megabytes of hard disk data are stored for safe keeping. Since this process is so easy, users might well be more inclined to perform the hard drive back up routine more frequently. This, of course, is the best insurance against a catastrophic crash that could wipe out your data. Without a back up, it might well be impossible to replace some of your files. Hard disks are great as long as they are working, but never put anything on them that you cannot afford to lose unless you have made a back up. Accidents can and do happen, and with so much data at stake, it only makes sense to have a copy of it someplace.

The final part of the HARD DRIVE TURBO KIT is the disk cache program. This program is not controlled from within the main GEM shell. It is run separately, either manually or from an auto folder on boot up. You have the ability to modify this cache to suit your taste with another configuration program too. Basically, what the cache does it to accelerate your hard disk functions. It does this by holding recently accessed disk sectors in memory which eliminates the time it normally takes for the disk head to search and read these files over and over again. This cache is also selective. This means that instead of indiscriminately saving everything into memory within the limits of the buffer size you have selected, it holds onto single sector reads because these will accommodate the disk's file allocation table and directory sectors. In addition, application programs also hold their initiation information in single sectors. If all the disk information was held in a dumb cache, such vital information as the FAT table might well be flushed out and have to be re-read again. M-Cache also used a LRU (least recently used) algorithm to optimize the use of the data in the cache. This formula insures that the sectors that are used the most have a longer life in the cache. On the other hand, sectors that are seldom used will be replaced by others. Of course, any memory you allocate to the formation of a disk cache is reserved for that purpose, and, therefore, will not be available for the operation of other programs. For this reason, a disk cache must be used with the same care given to desk accessories, ram disks, and print spoolers.

In summary, the HARD DRIVE TURBO KIT is a nice collection of programs for hard disk owners who want to have all of their disk utilities wrapped up in one neat package. The GEM interface makes using this program so easy that there is no longer any excuse not to back up your hard disk more often. The program has been tested with the new ROMs, version 1.4, and with Atari, Supra, and ICD hard disks. If you have an Astra drive, you may want to test it yourself. For those interested in optimizing, backing up, or speeding up your hard disk operations, this TURBO KIT seems to do it all for you with speedy convenience.

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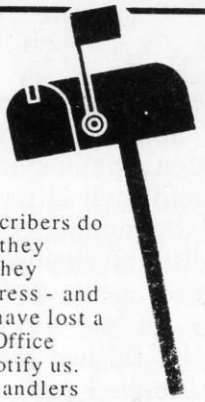

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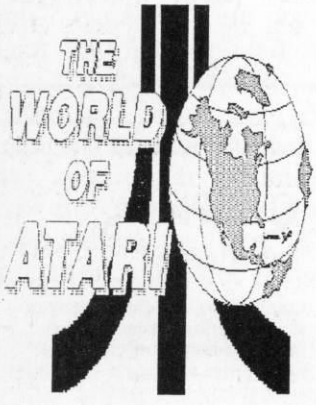

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Gadgets Does DETROIT

by David Small

Disaster!

The Atari Stacy laptop lay in about fifty broken pieces, the plastic casing completely shattered.

"We can't show it", the Atari rep said.

It was 11 PM, the night before the **Detroit World of Atari** show opened. Sandy and I had just gotten done setting up our booth for the show the next day. We'd wandered down to the Atari booth area and seen the carnage.

We'd brought along several Spectre GCR's to show, the newest version of the GCR software, and the usual *"show stuff"*, press kits, flyers to hand out, and so on. We were expecially looking forward to testing the GCR with the Stacy laptop, to see if the long-awaited *"Mac Laptop"* would work.

And now it looked like the thunderstorm that the Stacy's airline had flown through had wiped out any possibility of testing it. While the unit has been hand-carried and stowed in an overhead baggage bin, an especially rough jolt of turbulence had bounced the laptop out of the bin onto the floor of the thing: a jigsaw puzzle. Those pieces all fit together somehow ... well, it WAS hard to believe, but logic said that at one time, they had to have fit together.

I recalled Sandy's love for jigsaw puzzles. While I can't figure out a jigsaw puzzle to save my life, Sandy routinely buzzes though them, particular the *"Instant Insanity"* variety featuring repeated patterns, pictures of billions of marbles, that kind of thing.

Sandy's also into building things, from minor stuff like shelves, to finishing basements, and is on a first name basis with every glue known to mankind.

So I said to the Atari rep, *"Maybe Sandy could fix this thing."*

The rep was not amused. He looked at us as if we'd suggested reassembling Humpty Dumpty. (Look, when you have small kids, you use metaphors like this).

Sandy spoke up. *"I'm pretty good at fixing things"*, she said. The Atari rep looked skeptical.

Someone whispered some news in the rep's ear, and he got a little pale. I found out later that the news of the laptop's demise had reached Atari back in California. Sam Tramiel had quickly purchased a retail gun store complete with assault rifles, *("Federated Weapons")*, and was busy hand-carving *"Chris"* into 5.56 mm rounds.

Of course, since the rep's it, and it was already broken. What else could we do to it? If we dumped it out the 12th story window to the concrete below, there wouldn't be a visible difference.

So, he said, well, give it a try. (Interestingly, he picked up a Kevlar (e.g., bullet-proof) jacket at a Detroit police supply shop later that Saturday.)

Midnight

Sandy and I carried the wounded laptop upstairs to our hotel room. She settled down with it on the table; our three snoring children filled the air with... music? I called down to find a 7-11 or anything that was open at this insane hour of Saturday morning. The line was filled with hiss and crackle, or perhaps, the desk person's voice was full of hiss and crackle.

Hard to say.

Sure enough, he said, there was an all night store at Gleebwat and Durnikville, said the front desk. Take first right then the second left around the circle down five miles south then right you can't miss it it's called Polgara's All Night Grocery, across from the Taco Bell Stand.

So, I confidentally hopped in the car, secure in the knowledge that somewhere between myself and California was an all-night store.

In between the snort-bleeeep of the kids snoring, Sandy set to work on the Stacy Jigsaw Puzzle, trying to figure out what piece went where.

Getting to Polgara's All Night Grocery

I suppose in the interests of space, and in not letting readers know just how bad I am with directions, I'll skip the story of

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Gadgets Does Detroit

driving into Canada and back, finding Cybill Shepherd alone, deserted on a street corner, nor the bloody fight with Sean Penn over Madonna.

I eventually made it to the store, which was an all night grocery, picked up Superglue, Epoxy, regular plastic glue, Duct-tape, masking tape, scotchtape, and electrical tape. I kid you not. I also got tweezers for some of the larger plastic pieces. No magnifying glasses, alas, were available.

Detroit at night was rather spooky. The dim streetlights cast an alien glow over the rival gangs marching defiantly around the 7-11's. Bursts of automatic rifle file intermixed with the croaking of frogs from the river. The humidity was so high I had to cut holes in the air to walk forward.

Now mind you, I'd been up since 6 the previous morning, had a bad flight in, and was tired. So it's possible that some of these memories are mere hallucinations. Or maybe it was fumes from the Superglue that was leaking? I'm not sure; I do remember Sandy asking me why *"Cybill"* was autographed on my toes. (I wish I could remember myself.)

Back To Work

By the time I made it back to the hotel where the show was being held, it was 2 AM. The kids were still snoring; Eric and Jennifer were having their usual contest of who-gets-the-bed when sharing a bed. (Eric sprawls sideways in a diagonal, taking up the most space, announcing his territorial conquests with a loud roaring snore. Jennifer adopts guerrila tactics, worming her way towards the middle of the bed, using elbows and knees to best advantage.)

Sandy, to my surprise, had assembled order out of chaos, thus defeating the law of entropy. Neat piles of twisted plastic, screws, electronics, and so forth were laid out on the, well, *"Atari desktop"*. Our pliers and screwdrivers, thrown in at the last minute while packing, had been used to good advantage.

I brought in the glue, and we set to work.

The thing was a bitch to put back together.

Personally, when I glue things, I've learned to slobber glue over everything in the hopes that some of it will work its way to what needs to be held together. Sandy prefers the more dainty *"touch of Superglue"* technique. Problem was, the seams and case of the Stacy were clean -sprung-, like a car that can't be realigned because the frame is bent. The dainty Superglue touches didn't work because of the pressures being put on the plastic.

Nonetheless, Sandy was having none of my slobber-glue stuff. She pointed out that someone at Atari was going to look at this, and she didn't want them thinking that all of the members of Gadgets by Small were thumb-fingered.

We eventually compromised. She used more superglue than usual; we added strips of Duc-tape on the inside (many feet worth) on the stressed joints to help soak up shocks, since Superglue is very brittle. And piece by piece, the Stacy went back together.

We got the lower frame basically back together and reinforced it with tape, then started adding a million little pieces, holding them with tweezers, and trying not to Superglue ourselves to the table, Stacy, or each other. (Well, okay, I wouldn't mind being Superglued to Sandy.)

It was literally a matter of a) finding the post that the screw used to screw into, b) glueing the post back to the chassis, c) finding the screw that used to attach to that post, and d) not putting the screw in so tightly that the post would break off again. We grew intimately irritated at the Stacy's design; of course, the frame was bent, so that didn't help much.

The night ticked by. Eric and Jennifer fought to a standstill while completely asleep.

The motherboard went in; disk drives went back in; the keyboard; even the little trackball went back in, and we fixed the broken *"mouse buttons"* above the trackball. Various cables plugged into various places; we were quite careful to trace things out so we didn't reverse the battery or something awful.

Finally, we got the whole thing back together, to the point where the lid would actually close and open. (You did have to lean on it a bit to get it to close). No spare pieces of plastic remained; no screws We'd found a home for everything. The whole left side of the machine, where the cartridge and expansion port plug in, was completely rebuilt, and only hairline fractures showed.

Amazingly, no sign of the feet of ductape within was externally visible.

Outside, it was growing very light; sunrise was not far away. Sandy and I resembled raccoons with the circles under our eyes.

Holding our breath, we turned it on. Ping! The screen came up with the familiar Atari desktop. Popping a disk in, we found that yes, everything seemed to be working.

With a sigh of relief, we put

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Gadgets Does Detroit

the tools away, and went to sleep. The desk clerk, the same hiss and crackle, seemed a bit miffed at being asked for a wakeup call for 9 AM.

About one second later, it seemed, the wakeup call rang. I was, if anything, tireder than when I went to sleep. Room service brought some food and the ever precious coffee; after a cup or two, I was able to figure out how to button my shirt.

Down to the show.

The Mac Portable Debuts

It was *great* fun carrying the Stacy into the show. We sort of casually wandered in and walked over to our booth, with people double-taking and pointing at us. *("Isn't that the laptop?")* In about fifteen seconds a crowd was gathered around us. *("Who are those two tired looking loons with the laptop, anyway, George?")* Five seconds later, Atari's rep showed up, and to his incredulous disbelief, there was a working Stacy with no visible damage working on the table. (Of course, it weighed an extra five pounds from all the Ductape inside, but hey.)

We plugged the Spectre GCR in, made prayers to various deities, and flipped it on. Went into Spectre mode. Put in a *Mac* disk, and hit RETURN.

Bing! **"Welcome to Macintosh"**, it said. Everything worked like a charm. We ran MacPaint and MacWrite, Excel and Word 4. It read and wrote Mac disks without any problems. (We even brought up Multifinder to show off, but that's nearly useless with only a meg of memory. Nevertheless, it worked.)

This was a little bit of computer history. We'd just brought up the first Mac clone laptop, and booted it off a Mac disk.

We tried various disks. One fairly huffy Apple loyalist brought over a couple of HIS disks, saying, here, try it with **"MY"** disks (probably to prove we were faking it or something). After the Adobe Illustrator demos on **HIS** disk came up and ran flawlessly, faster than on a Mac Plus, he left, looked shaken.

After an hour of demos, the batteries finally started wheezing, and the "Low Battery" light began blinking whenever the floppy drive would switch on. The batteries were probably low to begin with.

Atari brought over an HP power supply and began force-charging the batteries. (Interestingly, the charger wouldn't run the laptop alone when the batteries were down, and I knew better than to try to run the laptop off the AC supply without a battery in there to soak up excess voltage; I blew up a TRS model 100 laptop that way. Anyway, it WAS an HP supply, and this quirk is probably just engineering-prototypeitis; my Toshiba-San 1200 will charge the batteries inside from the AC power supply. I would be very surprised if this doesn't work on the final Stacy.)

All morning we demoed Stacy as a Mac portable in between battery charges. At the morning seminar Sandy and I gave, we did the same thing. Finally, Atari came over and asked for their machine back; I think they were tired of the mob around the Gadgets booth checking out the Stacy. **("It's an ST portable, not a Mac portable. An ST portable. ST. ST!."**, they would shout, grabbing people by the collar and shaking them.)

The Stacy worked the rest of the show in the Atari booth, in ST mode.

However, they had lent us the laptop all morning, and we very much appreciated the loan for the morning.

Word of the Mac laptop leaked instantly. We quite literally now have Mac magazines calling us up, wondering if perhaps we'd like to place an ad with them. Look for coverage in all the Mac magazines (except for MacWorld, the "we don't care, we don't have to" of Mac mags.)

The Show

Overall, the show was a lot of fun for us. For once, I got to get out and actually SEE the show, instead of spending it barricaded inside the Gadgets area, being shouted at. I got to see old friends again, got a replacement 800XL and software for the kids (BallBlazer seems to be the favorite right now), and more. Unfortunately, I was so tired that the details are a blur to me.

At the day's end, we skipped on the dinner offers, went upstairs, and crashed, looking forward to many hours of blissful sleep.

2 AM.

At 2 AM, Jamie, our 18 month old, woke up, bright and cheerful and Hey, World, I'm Awake And Ready To Go! He began babbling at Eric, who was asleep, wondered awhile about why the sun wasn't up yet, and was well into a dissertation on quantum physics.

Sandy was faking sleep as only she can, so I tried all the usual stuff. Bottles. Toys. Prayers. No straightjackets were available, said the front desk.

Time slowly ticked by. Each

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Gadgets Does Detroit

second took hours. I played every game I could think of with Jamie, most of them with hidden motives. ("Peek-a-Sleep", which is Peek A Boo but you go to sleep.)

Finally, about the time the sun rose, Jamie was ready for his nap.

Muttering blackly, we all got up and went in for Sunday's show. The mood was not even really irritable; it was sort of transcendental tiredness.

I don't recall much of Sunday's show. Now I realize this magazine put the show on, and would like for me to report on it, but my major memory is of thinking up new games with Jamie at 4 AM, sort of like Stupid Dave Tricks.

I think my brain started working the Tuesday following. William Keith Whitton (W.K. Whitton on Genie), a frequent contributor to many on-line magazines, was kind enough to help us out at the booth during both days. He and I had been in contact many times, but I'd never met him personally. I have to wonder what he thought of the two zombies he spent the weekend with. On the other hand, he got to see more of the Spectre GCR than he ever wanted too. We very much appreciated his help, and I'm sure his really upbeat manner made a fine impression on many potential customers. He's a really neat guy.

I got to finally meet Bruce Rogovin, one of my Beta Testers from way back for both Magic Sac and Spectre; here's a guy who has saved me from unleashing more bugs on the public than nearly anyone else. Denny Hayes showed up as well, but so many people wanted to talk to him about Mac ROMS that there wasn't much time chat. Ian Sinclair, and Francis from Micro-D, both from Canada, were there, and were very pleasant people to meet. And I'm sure I've forgotten many others; I plead Jamie (e.g., no contest.)

The Show Ends

I took the remaining glue, tape, and so forth, put it into a package, and presented it to Sig Hartmann of Atari as the "First Atari Official STACY dealer repair kit". He took this in great good humour, honestly; while getting the Stacy fixed had been a bit unorthodox, the bottom line was, *it worked just fine for the show*. I also think that Atari isn't any too upset that the Spectre GCR works with the Stacy; that could prove to be a major selling point, given Apple's continual delays on its laptop.

By Sunday evening, word reached us that the Tramiels had sold the Weapons Division of Federated, and that Chris, the user group co-ordinator, was no longer on their hit list. Chris really is a good guy and an asset to Atari; he just had bad luck with some airplane turbulence. We were happy to help him out. We also got a chance to discuss some ideas for Atari working with user groups, and I think the future's looking up for that relationship.

The rest of the trip, thank heavens, was uneventful; Sandy and I were in no condition to deal with anything.

Back to Colorado:

New Stuff for Spectre

As you may know, Doug Wheeler, one of our Beta Testers and the author of Transverter, which we ship with Spectre 128, is now helping us out at Gadgets. After listening to our story of the weekend, he showed US that he'd done over that same weekend while we'd been, errr, vacationing in Detroit.

It was amazing stuff indeed. He'd more or less worked non-stop. Admittedly, he's a bit younger than Sandy's and my senile 31, so he can do that kind of thing.

While there's a newsletter going out about all this, and I do want to keep a *few* surprises up my sleeve, here's a few things that you can look forward to because of what Doug has researched:

* Hypercard now works under System 6.0.2. Also, the sound and map Cdevs now work under 6.0.2. This removes the last reason why 6.0.2 isn't a completely usable system for Spectre owners; Hypercard not working was a hassle. And now that's past tense.

* The system now "thinks" it's a Mac Plus, so various other programs have started working. The biggie is FileMaker 4; this was the LAST really big Mac program that didn't work with Spectre 128. (Word 3.02 had problems, but has been replaced by Word 4, which works just fine.)

* Even the "key caps" desk accessory now shows you a "Mac Plus" keyboard, complete with keypad!

* Sound now turns on and off automatically. I released a first try at a sound driver in version 1.9F, and it worked fairly well; its only problem was that it wouldn't shut off a lot of the time, and you had to press the ESC key to turn it off. Nowadays, you never need to, thanks to Doug's idea.

* You can now "Choose" LaserWriter to make PostScript

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Gadgets Does Detroit

files for UltraScript printing directly; it no longer crashes, nor requires an already-Chosen system to be moved over.

* Extended Parameter RAM -- Doug had completely figured out how that worked. This is being used more and more by the Mac's operating system, and is likely to be used a lot in System 7.0, which Apple is now talking about.

Hence it is extremely likely that Spectre will work with System 7.0.

Needless to say, this was an extremely pleasant homecoming.

The **Spectre GCR** still appears to be on schedule. While Murphy's Law will probably happen somewhere along the line, I'm sitting here looking at fifty or so *"Gamma Test"* units that work and are ready to go out, soon as the cases show up. The Beta Testers, who have had GCR awhile, report that while some of the newest 2.0 features unrelated to GCR are still buggy in spots, the essential stuff, reading and writing Mac disks, is extremely solid. And the bugs aren't any big deal; they're the sort of stuff that takes an hour or two to fix. They are also reporting programs which used to fail that now work, with Spectre 2.0.

Conclusion

I've got to wonder what Atari's engineers thought when they opened up the Stacy, and were confronted by glue and Ductape holding it together. I've been told another few units are on their way to replace this one, which probably has had all the jostling it can ever take; tape and glue don't take the place of unbroken, new parts.

Showing the Mac laptop was a great deal of fun, and I appreciated Atari loaning us the machine for a morning to do it. Yes, the Stacy definitely, positively works with the Spectre GCR.

And it was a great homecoming to come back and see what Doug had been up to.

All in all, while I regret the sleep lost a bit, it was a whole lot of fun!

See you next month!

....David Small

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NICKELODEON FIVE

they play, faces with moving eyes and mouths, or a number of graphic shapes, including circles, squares, triangles and blocks in various sizes. Also you may select lines or notes. All the different graphics will be drawn across the screen as the music plays and you end up with some interesting patterns. Nothing spectacular, but better than looking at a blank screen. My favorite is the keyboard and kids may enjoy the simple movement of the faces or notes.

All of these features are easy to use and work well. So where do you get files? You may call up local B.B.S. systems and download them or you could contact a local Atari or Commodore users group, who undoubtedly have many files on hand. There are many files out there for the ST programs already that would be in the proper format. And if you wish, Mars Merchandising will sell you disks filled with files in all the formats for $5.00 per disk. A disk based catalog of the thousands of files available from them is also available for $5.00 and comes with more song files as well. All the music files will sound good when played back through a keyboard since you will be able to access more than the three voices allowed at one time by the ST sound chip. Because of the three voice limitation some files created with such programs as EZ Track, Advanced Music System one or two, or Music Studio may not play back with all the music present, and no editing is allowed from within NICKELODEON FIVE. Files created with Music Construction Set or the SID programs are limited to three voices already and these will most likely always sound good. To get you started the program comes with fifty song files.

In conclusion this program represents an "exceptional value for the money"(thanks to Vic Albino for that profound observation!). **At a price of only $19.95 NICKELODEON FIVE is a real bargain.** The fact that it plays thousands of files gives even the non musician access to all kinds of computer generated music. Mark Lacine, who produced the program along with colorado producer Steve Schwartz and programmer Dave Henry, says that they may add a looping feature to allow you to create a song list that will cycle through all the selections endlessly, good for demonstration purposes or to program hours of music. Mark also told me that a credit should go to the GENIE online service as it is through GENIE that the idea for this program was conceived. For more information on this fine product or to order contact Mars Merchandising, 15w615 Diversey, Elmhurst, ILLINOIS 60126-1257 or phone 1-312-627-7462.

NICKELODEON FIVE UPDATE

Nickelodeon Five, an excellent, inexpensive MIDI file player for use with several types of MIDI files from popular ST music programs such as Music Studio, Music Construction Set and Ez Track. It also plays files from the 8 bit Atari Advanced Music Construction Set and the Commodore 64 SID program. There is a new version of the software, version 1.31 that adds a few features. When playing the SID files you may now see the words on screen as the music plays. Velocity playback has been added if you are playing Music Studio files. And finally, older versions of the program compressed all the tracks from different MIDI channels down to the first three so you could hear all the tracks of your song on the ST internal speaker. The new version allows you to toggle this off so your song files will play on the original channels. These additional features offer even more in an inexpensive $19.95 package.

Mars Merchandising, who bring us Nickelodeon Five, also offers a number of song disks to use with the program. Their current catalog offers 63 disks of music from various programs at a cost of $5.00 per disk, $4.00 each if you order 5 or more. In addition a disk catalog of all files currently available may be purchased for $2.00.

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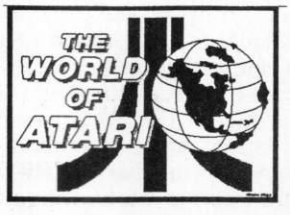

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SPEEDBALL

unused tokens will carry over to the next round. The computer controlled opponent may also pick up tokens but may not use them. This, of course, prevents you from getting as many tokens.

The game option chosen effects aspects of the game as well. One player against the computer provides you with the knockout option game. Each game consists of three rounds and to progress to the next level of game play you must win a game and either draw or win one of the other two games, or draw all three games. Doing this will give you the needed points to progress to the next level. The human against human option allows you to pick the length of the tournament from ten to one hundred weeks, with one game per week. Whoever wins the most games is the winner. And the human against the computer option takes the form of the tournament between your human controlled team and ten other teams. These tournaments last from ten to one hundred weeks(your choice) and at the end of the session the top six teams go into the semi finals, with the two finalists competing in something with the delightful name of "The Blood Bowl"! I have yet to reach this level so I can not report on what goes on here. Games may be saved in progress for later retrieval so you may play a lengthy tournament over a period of months if you so desire.

Now on to game play. The playing room is viewed from an overhead perspective and takes up approximately three vertical screens, with smooth scrolling of the whole playing area occurring as you move your man. The computer picks which of your five men you will control at any one time and is quite good at always giving you control when you need it. In addition, when you get down by your goal you control your goalie as well. You have some defensive capabilities using your joystick button in conjunction with your joystick movements. This allows you to slide into or tackle an opposing player. You may also jump up to grab the ball when it is over you and this effect is amusing graphically, with your player getting bigger as he jumps toward you out of the screen. The only time the control is a bit difficult is when you are operating both the main player and the goalie. Sometimes I ended up moving the goalie away from the goal so that the opposing team could just lob the ball in, and other times I actually hit the ball in and scored points for the other team! Apparently any shot is fair game in SPEEDBALL as they always got the points I scored them. A little screen flickering occurred sometimes when playing an especially aggressive team but for the most part the graphics were smooth and exciting.

SPEEDBALL provides the ST game player with a challenge that is different from many of the other games on the market. With a strong concept, excellent programming and graphics and many options it is both exciting and fun. The two player option provides a true competitive mode if you play with a friend and the computer opponents are tough but with practice can be beaten. I have no problems recommending SPEEDBALL to anyone who would like a challenging science fiction oriented sports program. SPEEDBALL retails for $39.95. For more information contact Cinemaware, 4165 Thousand Oaks Blvd., Westlake Village, CALIFORNIA 91362 or phone 805-495-6515.

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STAR WARS

will include fast 3D graphics with solid objects. We are already seeing these in the arcades so it is just a matter of time. But as you are flying down the trench or over the planet and you end up physically ducking in your chair to avoid hitting your head on the catwalks or towers you will see how effective vector graphics can be!

I have a few minor complaints about an otherwise outstanding game. In the arcade you had music from the movie that played during all parts of the game. This greatly added to the fun and involvement and could have easily been added to the program if you are using a 1040 or Mega ST. Since the game is a direct import from Europe and has to run on a 520 the extra music wasn't included, but some releases such as Carrier Command or Starglider II included the digitized music on the disk to be loaded into the extra memory of the 1040 or Mega, as well as a cassette tape for those 520 owners. Broderbund does have a sound chip in the packaging that plays the Star Wars theme when you press the box. A cute addition, but taking that same money and including a cassette with music from the final battle would have been better. There are probably some copyright problems that would make that expensive but they already have paid the rights for some of the music anyway. My other objection is that the game is an identical simulation of the arcade, right down to the difficulty of the program. I have a hard time getting past the 5th or 6th level, although I know many that amassed millions of points on the arcade machines. It would be nice to have the difficulty increase more slowly over time so you could play for a half hour before being fried. The game is not impossible as it is but having a difficulty option would be appreciated. You may choose to start at level one, three or five of the game but have no adjustment for difficulty.

"STAR WARS" from Broderbund software provides you with all the excitement and some of the music from the arcade game as you strive to destroy the Death Star and save the forces of the rebellion from Darth Vader. The game is fast and fun to play.

If you are a fan of the movie or the arcade game you will enjoy the program. Now I just have to buy a Video Key so I can play this program on my 26 inch TV! Since I was ducking as I flew down the trench on the normal ST color monitor (required) I probably will have to hide behind the sofa while playing on a bigger screen. And if I ever get a big screen set, then look out Darth Vader! For more information contact Broderbund Software, 17 Paul Drive, San Rafael, CA 94903-2101 or call 800-527-6263.

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2

New

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PREVIEWS

Interplay Productions
1575 Corporate Drive
Costa Mesa, CA 92626
(714) 545-9001

Battle Chess ($49.95)

Battle Chess is an animated chess game where medieval figures combat each other upon contact for positioning on the field. It combines a chess logic system with colorful and dramatic graphics, animation and sound that enhance the entertainment value and challenge of a chess game. Throughout centuries chess has captured the imagination of millions as some people have spent their lives perfecting their skill at a game that is simple to learn, yet complex in execution.

Interplay's Battle Chess adds a new dimension to this centuries old game. Mortal combat is the heart and soul of Battle Chess with each piece having its own unique method of attacking any foe. Stunning, three-dimensional animation turns every move into an exciting and challenging event. A move such as knight takes pawn (NxP) comes to life as the bold knight, resplendent in his armor of silver or ebon, sallies forth to slay the opposing footsoldier.

Battle Chess provides the player with an opening library of 30,000 moves. A variety of settings lets you play against itself. Ten different levels of play will challenge your skills and modem capabilities can link players in different locations.

MichTron
576 S. Telegraph
Pontiac, MI 48053
(313) 334-5700

Tempus II ($79.95)

This is a vastly improved version of what many people call the best and fastest editor available for the ST. You can use Tempest for preparing text files for uploading to on-line information services like GEnie. Remember that Text Editors do not have all the features of word processors. For instance, they do not let you change type fonts, type sizes, or set up fancy margins and tabs and other things that a good word processor will do. But, Tempus makes up for this with speed and ease. The list price for Tempest is $79.95 and for those of you who purchased it from the previous publisher MichTron will update your copy for a special update fee of only $39.95.

Double Click Software
P.O. Box 741206
Houston, TX 741206
(713) 333-3737

DC-PORT ($199.95)

DC-Port is a dual RS232 serial port expansion cartridge. It requires no power supply, has a small footprint and is easy to install, just plug it in and go. Baud rates from 50 to 38400. DC-Port works with MichTron BBS 3.0 and FoRem Elite. It is interrupt driven and all three ports can run full speed. BIOS, XBIOS and GEMDOS compatible access. Requires special cables available for $29.95.

Imagen Corporation
2650 San Tomas Expressway
Santa Clara, CA 95052
(408) 986-9400

UltraScript ST-1 ($195.00)

ST-1 is like UltraScript ST except that it allows a Atari ST with at least 1 megabyte to print PostScript files. The UltraScript ST-1 supports HP DeskJet and Epson FX/LX/LQ, IBM Proprinter and IBM Graphics printers. The version does not support the Atari SLM804 laser printer. As an introductory offer, Imagen is making UltraScript ST-1 available until September1, 1989 for only $139.95. You may place orders toll free (800) 635-3997.

SSI
675 Almanor Avenue
Sunnyvale, CA 94086
(408) 737-6800

Red Lightning ($59.95)

A new "World War III" wargame, for Atari ST. Red Lightning is an operational level land and air wargame that depicts a hypothetical conflict in central Europe between NATO and the Warsaw Pact nations. Modern air and land weapon systems are included, such as the Soviet T-80 tank and the U.S. F-117 Stealth Bomber. Every vehicle and aircraft is accounted for in this brigade/divisional level game. Up to two players command either the Soviet or NATO forces. Three scenarios, five difficulty levels, and multiple options will challenge intermediate to advanced wargamers. As the Soviet player, the mission is to sweep aside NATO forces and capture the Ruhr. As the NATO commander, the challenge is to repel the invasion-while attempting to maintain the alliance in the face of mounting casualities. Any Soviet aggression will surely extend to Norway, Iceland and the North Atlantic. The battles in these

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Announcing

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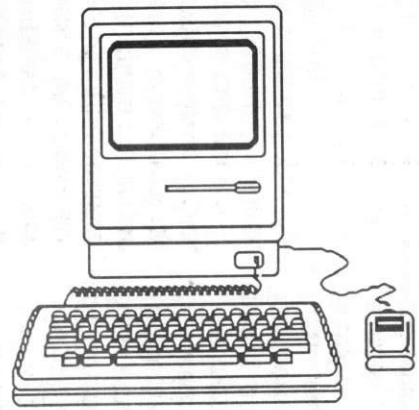

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LDW POWER 1.1

by JOE SPIEGEL

Last September I did a review of Logical Design Works' "LDW POWER" spreadsheet program. I mentioned the many features of the program and the few problems that I had encountered. As it turned out, LDW had fixed the majority of the problems I had found before the commercial issue of the program (I had reviewed a pre-release version). Some of the changes included the ability to read Lotus 1-2-3 Release 1A files (.WKS FORMAT) and the inclusion of the GDOS program, printer drivers, and fonts. Not long after the initial release, version 1.03 became available. This update fixed some more bugs and added a couple of new features. One nice addition was an "Auto-FFeed" command available under either the Global Default or local Print Options. When active, this command causes a form feed to be sent to the printer when exiting the print menu. This option makes it easy to flush the printed page from the printer, especially when using a laser printer. It is also better than the PAGE menu selection or the WORKSHEET PAGE command since these two options do not issue a true form feed; they only simulate a form feed by issuing enough line feeds to eject the page. Another change in version 1.03 fixed a problem with file selection during macro execution. "POWER" normally uses a standard file selector for loading and saving worksheets, and an alert box if you are saving a file under an existing name. The problem was that if you wanted to use a macro for a FILE SAVE REPLACE operation, the alert box would open and "REPLACE" would have to be manually selected with the mouse. The newer version allowed the replace option to be included as part of the macro. The revision also fixed a problem that caused the printer setup string not to be loaded when a file was retrieved.

Recently, LDW released version 1.1 of the "POWER" spreadsheet. There are over 40 changes and improvements listed for this version. Of these, the majority consist of enhancements to the user interface or to provide better compatibility when importing Lotus files, especially when using macros. I will briefly discuss those changes that are, in my opinion, the most significant.

There are only two items on the list that I consider bug fixes. The first is that if a range name is redefined, all formulas using that range are updated automatically. The other is that the File Combine commands now work properly when loading Lotus files. There was one item that I said did not work as expected in my original review that I now found to be fixed, even though it did not appear on the list of changes. The "||" label that, in Lotus, can be used to pass printer commands or hide rows during printing now functions as it does in Lotus.

In what I call the "user interface" category, the change that will be welcome the most by many people is the increase in the limit of data points that can be displayed in a graph. The old limit was about 128 points, while version 1.1 can support about 32,767 points. Another change increased the column width range to between 1 and 126 characters. A new command, GRAPH SAVE dEGAS, was added to allow a graph to be saved in DEGAS format. The following are some of the more subtle, but personally welcome, changes: Default values during parameter entry are automatically cleared when any key other than RETURN is pressed. In READY and POINT mode, the INSERT key now activates the END button. A CAPS LOCK indicator was added. In the Cancel-Replace-Backup alert box, Replace is now the default.

In my previous review I stated that it would be nice if the method of specifying print borders was consistent with Lotus. Version 1.1 incorporated this change. Finally, several error messages have been modified to be more descriptive.

The following are among the many changes that were made to enhance Lotus macro capability. These changes do not add to "POWER's" macro capability. They only make existing macros more transportable to and from the Lotus environment. A new WORKSHEET GLOBAL DEFAULT OTHER option was added to select LDW POWER or 1-2-3 MACRO modes. In 1-2-3 mode, during macro execution only, the Worksheet Window menu contains the normal Lotus selections. Two windows are allowed, split either horizontally or vertically. Sync and Unsync options exist (Unsync is default). The Sync option is simulated as much as possible in a GEM environment. The inactive win-

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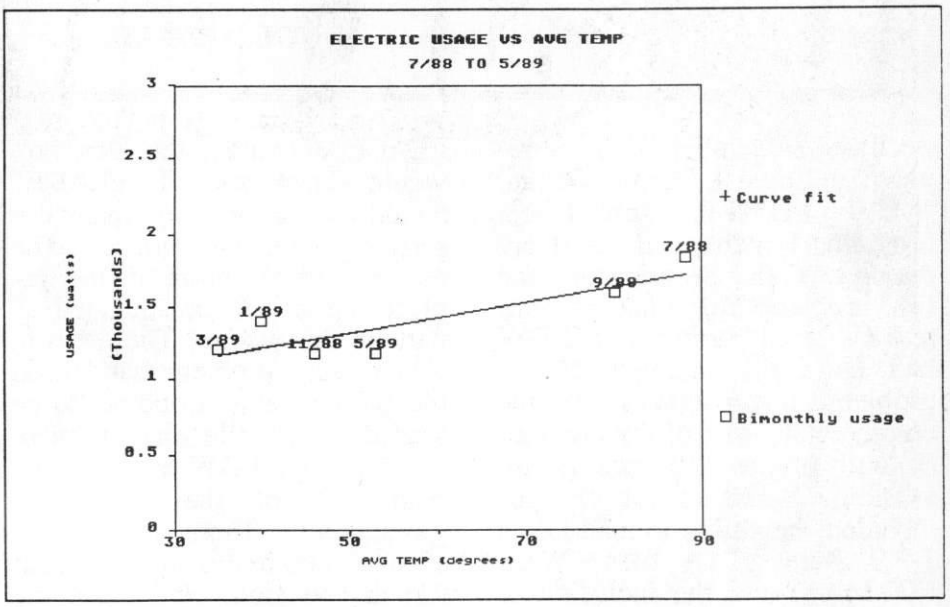
LDW POWER 1.1

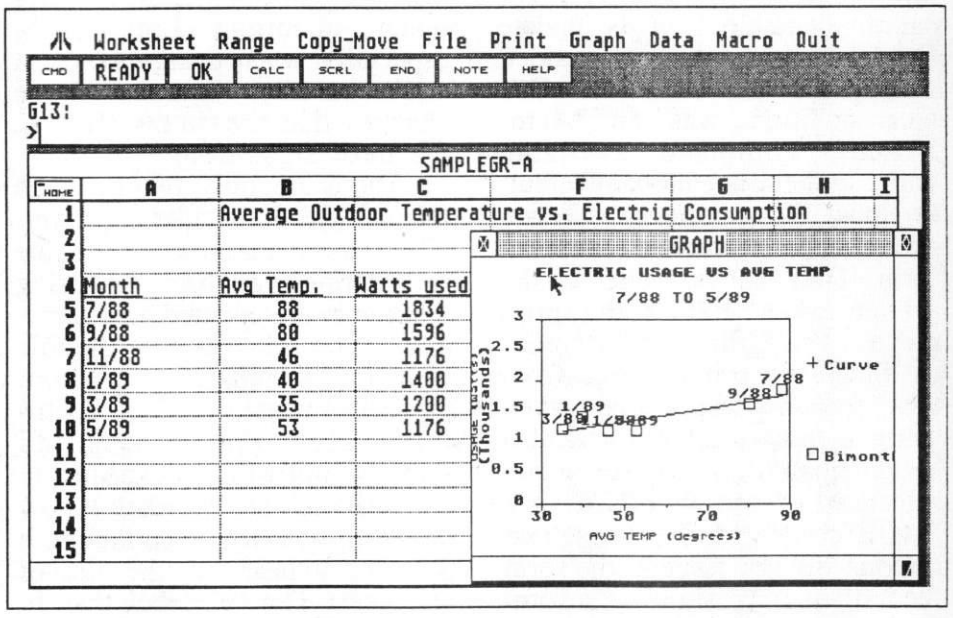
dow does not scroll in sync. But when a {WINDOW} command is executed, the cursor will move to the correct position, although it may not be visible on the monitor until further commands are executed. The column width and printer setup commands require only one parameter when in 1-2-3 mode. The \0 macro will now auto execute when a Lotus file is loaded.

Changes were made to the POWER, LDWCONVERT (for 1-2-3 file conversion), and LDWSIDEW (for sideways printing) programs to handle extended ASCII character codes; those with a value greater than 127. When importing or converting Lotus files, character codes are changed from (to) LICS/ ASCII to (from) the extended ASCII set used by the Atari ST. The sideways print program was revised to properly handle those ASCII codes from 32 (space) through 255.

The 1.1 update is available to registered "POWER" owners for $15.00. Although it is not a major revision (partly due to the original version being so bug free), I find that it makes the program even more enjoyable to use. If you are a heavy user of the graphing features of "POWER", you will definitely want the update. Contact Logical Design Works, Inc., 780 Montague Expwy., Suite 403, San Jose, CA 95131, Tel. (408) 435-1445.



screen dumps from ldw power 1.1



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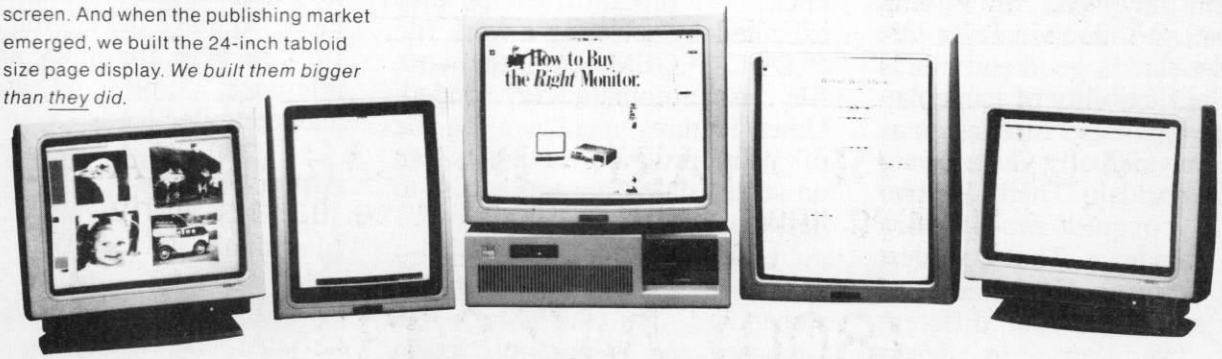

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PREVIEWS

regions greatly affect the outcome of the war in West Germany and are fully accounted for in this game.

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
(415) 571-7171

Populous ($49.95)

Populous is the first of its kind and its concept is a difficult one to categorize. Players assume the position of a god and choose to be either good or evil. The game sees the birth of two warrior nations, both with the need to populate, claim new lands, attract new followers, and to wipe out the opponent's population. Astounding 3-D maps and animation combine with ethereal music and a pulsating heartbeat that is heard throughout this godly adventure. Alnog with the digitized sounds of earthquakes and floods, Populous also features varying title tune sequences that add to an already suspenseful atmosphere. Populous is truly an interactive game that combines fun and strategy elements in one. In addition to playing Populous against the computer, two players can play god by going head-to-head via modem. In this case, one side is good and one is evil. The flexibility of gameplay in Populous is limitless, as players may actually venture into 128,000 worlds. There are two modes, a conquest mode and a custom mode. The conquest mode features hundreds of worlds based on four different terrains from artic to desert landscapes with pre-set fighting conditions. Custom mode gives players the facility to design their own world and select conditions under which to populate and fight.

Logical Design Works, Inc.
780 Montague Expressway #403
San Jose, CA 95131
(408) 435-1445

LDW Power 1.10 ($149.95)

1.10 offers some added enhancements over version 1.03 making it even more powerful and easy to use. Just look at what version 1.10 has to offer: Ability to write Degas files; Virtually unlimited graphing points; Improved file transferability to/from Lotus 1-2-3; More fonts and printer drivers; Additional print functions; Compatible with large screen monitors. Registered users can obtain an upgrade by sending in their original two diskettes along with a check for $15.00.

MaxWell C.P.U.
507 W. Baseline
Lafayette, CO 80026
(303) 665-4849

GoGoST ($34.95)

A new quick run selection utility, allows the user to execute a program with a single mouse click. A program can be also executed by selecting a work file (*.DOC, *.GEM, etc.); the work file is automatically loaded. Other features include a log file of your program activities, an on-screen date/time and access to desktop accessories.

MegSTender ($24.94)

The MegSTender is an extension cord for the Mega ST keyboard and is being offered in lenghts of 6, 8, 12 and 25 feet. With MegSTender, Mega ST owners can leave their CPU case and video in one locale and simply move the keyboard to a more desirable location.

MichTron
576 South Telegraph
Pontiac, MI 48053
(313) 334-5700

HiSoft C Interpreter ($99.95)

This C Interpreter takes a lot of the usual tedium out of the C development process. Just click on a menu item and your program runs straight away. No need for the usual compiler development cycle of edit, compile, link, run, crash, load, edit, compile, etc. Not only is this great for beginners, but seasoned C programmers will also find the ultra-fast development environment a great relief. You can write your program with the interpreter and then compile it with almost any standard compiler to produce a finished commercial program. Program features: Full featured GEM based editor: fast and powerful; Full power of the C language; Over 460 library functions; Toolbox for easier GEM programming; Tutorials for the C language & GEM toolbox; Tutorials for the C language & GEM toolbox; Trace mode to make debugging a snap; Built-in help for quick and easy reference; Link and assembly and compiled code.

Alpha Systems
1012 Skyland Drive
Macedonia, OH 44056
(216) 467-5665

Back Trak ($29.95)

Back Trak allows you to access the back side of single-sided disks to double your stor-

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PREVIEWS

age capacity. Use the newfound space for files, saved games, even boot (self-loading) programs. (Back Trak lets you boot off the front or backside of the disk-- and allows selection of drive A or B as a boot drive.)

Fully compatible with copy programs like ST Copy, Copy II ST, and ProCopy, Back Trak even lets you put protected programs on the backside of your disk. Take a two disk set and save it on a single disk, or use the back for your saved programs. Since Back Trak works perfectly on most protected software, it lets you save double, once on the original and again on your back up. For instance, you can back up your Dungeon Master and your saved games onto one disk. Back Trak allows instant switching, so you can save your game again without stopping to swap disks. Every time Back Trak is used it saves time and money. And, you'll see less wear and tear on your drive heads as you utilize your double-sided drive's full potential. Also Back Trak allows booting from drive B, so it can be invaluable if your internal drive ever breaks down. This program is pure software, there are no special connectors to fool with, no cables to cut.

Jam Master

Jam Master turns any inexpensive MIDI keyboard into a full featured digital sampling synthesizer. It lets the professional as well as the amateur use their computer for serious music making. Jam Master works with digitized sounds-- anything from a howling coyote to a full symphonic orchester. It allows full keyboard mapping, letting you assign keys on your keyboard to as many as 32 different digitized sounds. Press up to four keys simultaneously for a blend of four sounds. Play chords, even a whole orchestra of melodies. This advanced software is the first of its kind to allow the ST to record and playback multiple digitized sounds in real time.

Jam Master allows sampling rates up to 40,000 time per second, or 40K, for superior qualityy. You can even control the program for your MIDI keyboard without going back to the computer to type in your commands. A real-time, tune-up feature allows you to fine tune to the exact frequency range you want, letting you tune-up with the band! And, it gives you total pitch control-- any number of octaves can be mapped onto the keyboard. Jam Master requires a cartridge-based sound digitizer for output, such as Digisound Professional or the like, and any MIDI compatible keyboard. It comes with 50 sample digitized sounds included on the disk, or use your own sounds recorded with any ST digitizer.

MichTron
576 S. Telegraph
Pontiac, MI 48053
(313) 334-5700

K-Graph3 ($79.95)

It can be the answer to your graphic presentation needs, or just assist you in decoding masses of numbers into easily understodd visual presentations. Using the Atari ST's user-friendly GEM environment, with ICONS, MENUS, WINDOWS, and MOUSE, experience the ease of rapid graph generation, from input, through format and output to a printer, disk, MEA file, IMG file, or Degas. K-Graph3 allows for thecreation of ten different graph types including: Vetical, area, horizontal, line, stacked, 3-D, overlaid, pie, X-Y, and scatter. Applications can include financial, scientific, statistical, business, and personal. Input data-sets can come from several sources including: DIF files from programs like K-Spread, Visi-Calc, and Financial Plus.Report files from programs like VIP Professional , Basetwo, and word processors. You have almost unlimited flexibility with the graphs by being able to edit, change, define, and design the lines, symbols, text (for headers and notes), fillers, and data labels, K-graph3 uses GDOS or G+Plus for fonts and META files so you can use the output in your favorite desktop publisher. The graphs themselves can be shaped and sized for any paper and even shrunk to use only a portion of the paper.

You even have the ability to display and/or print only a portion of the graph! Your text can be repositioned on the graph until you reach the desired effect. Also, text can be in many font types, styles, and sizes. Even arrows can be added, to bring attention to particular detail.

the ATARI 80286 PC 4

The **Atari PC 4** is an AT compatible system integrates the capabilities of the 80286 microprocessor with an 8/12-MHz system clock to meet the advanced processing needs of today's personal and business community needs.

Standard on the PC 4 are a 1.2 megabyte 5.25 inch floppy drive and a 60 megabyte hard drive. The system is also equipped with 1 megabyte of on-board RAM, which is expandable to 8 megabytes.

Designed to facilitate today's key graphics packages, the PC 4 includes a user-selectable controller for monochrome, Hercules or color (MDA, MGA, CGA, EGA, VGA) display.

A number of options are also available for PC 4 users, including the SX212 1200-baud modem.

The PC 4 sells for hundreds of dollars less than comparable systems, yet it is bundled with Windows/286 Version 2.1, Windows Paint, Windows Write and Atari PVGA utility. Also included with the system are MS-DOS Version 3.3, GW-BASIC Version 3.2 and documentation for each of the software packages.

The system also accomodates users that want to expand upon the system's capabilities. The PC 4 includes one PC/XT and five PC/AT compatible expansion slots, a serial, a mouse and parallel ports, as well as a socket for an 80287 math co-processor.

The PC 4, has a suggested retail price of $1,995. It was designed specifically to provide individual and departmental system users with a fully supported AT-compatible, at a significantly lower cost.

Sam Tramiel, president, Atari Corp. said, *"The PC 4 has the speed, power and storage capabilities to put CAD, desktop lishing and other intensive work processing functions at the fingertips of PC users."* he concluded by saying, *"This system is an excellent example of why more and more users are turning to Atari Computer's systems everyday. Atari provides solutions, service and support..not just another box."* The PC 4 will be available for delivery in September, 1989.

CAPT. FIZZ

By Doctor Dave Brewton

Double the trouble, double the fun. Captain Fizz is here! Finally a game ST users have been waiting for, a truly exciting simultaneous two player split screen, high speed action wonder. Just in case anyone is interested good two player games have been very hard to find for the ST. Yes! That's an understatement that fits like a glove in this case.

Time and time again I have heard ST users ask me if I could tell them where to purchase a good two player game for their computer. My answer has always been the same " If you have a second I'll tell you." That's right folks! I have been trying to tell you there's not too many around to choose from. But now thanks to Psygnosis the same people who brought you Obliterator, Baal and Barbarian we have a choice.

Captain Fizz meets the Blaster Trons is here! Let me give you fair warning here. This game is impossible to beat on your own. In fact Psygnosis has dared you to beat this game. Now for personal computer game experts everywhere I see a challenge taking form. Doctor Dave has to add his senseless wit to this and say, " Are you pro's going to take this challenge laying down, are you going to let this this little ol' game beat you?" " Gather up your combat boots boys and girls it's time to show Captain Fizz's evil enemies who's the boss." Well Doctor Dave has been trying for weeks now to beat this game and I have to admit frustrated defeat right here and now, I cant beat it! This game is really tough.

The plot is really simple, as Captain Fizz you must take on the nasty Blaster Trons infesting the planet Icarus. Now the only thing your going to need is the right blend of co-operation, courage, laser hot reflexes, tactical sense and good ol' brains. But dont forget you will need someplace to scream and throw a temper tantrum when things dont quite go your way. Another little bit of Doctor Dave's wisdom to remember is if you are good you might just win but if you are bad your dead meat kiddo's.

There are 22 levels of tough, savage and relentless action to battle your way through before you even get close to your objective, the central computer that's causing this vial, nasty and evil infestation. I find myself thinking of a another brainstorm of wisdom here! What's the most important advice Doctor dave could give you? Take a friend and tackle this game together. Yes! put your heads together or tie them up under the same hat if you can because you or your buddy cannot win this game on your own. It takes two to tango, if you get my meaning.

Here is where Doctor Dave gets out his trusted shoe phone and quickly dials his good ol' pals Richard, Gene and Leland. What! there's nobody home anywhere. Okay, guys does it take Doctor Dave leaving a message in pages of ST World to tell you to call me. I need help with this game it is simply driving me nuts trying to win. I now hate blaster trons and I am starting to get double vision over this. What's this note I find by my faithful ST? Gene and Richard have both called to say they both have purchased Mega ST's. Now I am really stewed guys! My birthday is over and you didnt even buy me one. Gee thanks! Anyway, enough drifting off of the subject.

The manual is small but very entertaining and well written, if I say so myself. I sometimes wonder if Douglas Adams the famous author of The Hitchhikers Guide to the Galaxy did not have a hand in writing this manual. I found the rules of conduct to be interesting as well as funny while giving me the proper directions for the use of the game.

First of all you will need two joysticks plugged into the ol' faithful ST to truly enjoy Captain Fizz in his finest hour. I have found playing the one player option to be just as the rules stated. You can play this game on your own but you cant win this game on your own.

The manual states, the Queens cloned highlanders "that's you!" Must at all times conduct themselves in a manner truly befitting their regiment. Her majesty particularly requires her subjects to: Greet all aliens with respect and at least five blasts of blistering white death. For a particularly respectful occasion " A funeral" press F7 to detonate player 1's blitter bomb. (F8 for player two's blitter bomb.) The second rule of conduct aays to kick *,'* where *,'* can be seen if you get my meaning here. What wonderful words of wisdom they have added to this manual. Dont you think so? Anyway you press F1

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Hole-In-One Expert Tip

by Joseph H. Spiegel

I recently purchased **"Hole-In-One Miniature Golf"** from DigiTec Software after seeing the review in the May ST World. I have to agree that the game is both easy and fun to play. I did, however get tired of having to play through the first course to get to the expert course. After looking at the various files on the disk, I came up with a disk that will play the expert course from the start. The following is a description on how to create this disk.

First of all, make a **BACKUP** of disk 2, the Course disk. Make the following modifications to the backup disk, not the original.

Load the **COURSE.IMG** file into an ASCII text editor. The first line of the file is "0 0 : Expert Course"

The word **"Course"** is followed by several spaces before the carriage return. Without changing the line length, change the "0 0" to "1 0" and resave the file under the same name. Now you have to rename files H.01 through H.18 to L.01 through L.18. This can be done from the desktop or by using a sector editor.

Finally, copy **HOLEIN1 .PRG, DESKTOP.INF, DIGI .SND,** and all **.IMG** files **EXCEPT COURSE.IMG** from disk 1 onto the backup disk. Start the computer with this disk in the drive, double-click on HOLEIN1.PRG, ***and enjoy the expert course.***

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Captain FIZZ

proper directions for the use of the game.

First of all you will need two joysticks plugged into the ol' faithful ST to truly enjoy Captain Fizz in his finest hour. I have found playing the one player option to be just as the rules stated. You can play this game on your own but you cant win this game on your own.

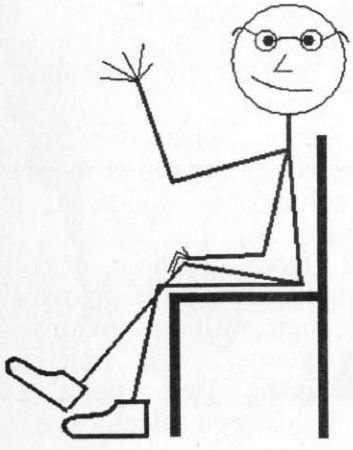
The manual states, the Queens cloned highlanders "that's you!" Must at all times conduct themselves in a manner truly befitting their regiment. Her majesty particularly requires her subjects to: Greet all aliens with respect and at least five blasts of blistering white death. For a particularly respectful occasion " A funeral" press F7 to detonate player 1's blitter bomb. (F8 for player two's blitter bomb.) The second rule of conduct aays to kick *,'* where *,'* can be seen if you get my meaning here. What wonderful words of wisdom they have added to this manual. Dont you think so? Anyway you press F1 to start player one or the top player on split screen one. F2 for player two or the bottom player as the manual calls it. You can also press the fire button to communicate with the aliens. I found this to be a tragic mistake as most of the time they blasted me to bits. Preserve appearances and excercise a shoot to kill policy at all times. Now if you wish to play the easy game, the baby stuff, you can press F9. F10 gives you the hard game. Wait a doggone minute here! I pressed F9 and played the baby stuff and I still got my boots blasted. Does that mean I am a baby? It's time for another temper tantrum. F4 will restart the game if things arent going your way. " I like F4 and have been using it quite alot you know!" F3 will pause the game. Masochists can return to the highest level previously completed during the current session by hitting the help key when on the game difficulty select screen. Note here: Do not slam your fist down on the help key Rambo! That's not very good on the ST you know! There is a salution to this maddness that I have found very helpful and a good way to save on regimental expenses wherever possible. " That's right F5 for player one to commit suicide;F6 for player two to commit suicide. This is a great way to make my playing partner very mad and frustrated at this point by pressing his suicide button whenever he began to slip ahead of me in the game. What fun! What Fun! What pain! What pleasure!

Congratulations! To those who beat the game from the Doctor. And if you do write me and tell me how you did it. I cant seem to find my up from my down and it's driving me nuts. Dont get me wrong I like this game it's just that it's too hard for the Doctor to get through. Meanwhile I will keep a stiff upper lip and keep blasting away while I listen to my new theme song " The Doctor" by the Doobie Brothers. Wow! You mean the Doobies are back together again? Yea! Isnt that great news! Shazam! When you here the song think of me.

I'll leave you with the great question from the Secrets of the Universe by Doctor Dave. Will Atari ever help us get an authorized dealer in Bakersfield Califorina? Who knows? I wish I did. So long for now from the ***Doctor.***

CLOSE ENCOUNTERS IN DTP

The Calamus Font Editor



by Eric G. Casteel

When Calamus first arrived at my store, I was, to say the least, overjoyed. I had heard rumors, read reviews, and heard more rumors. I had a German customer in the store explain to me just what the program could do while I stood by, drooling.

So, when I got my copies, I eagerly opened one of the sparsely decorated boxes, and was greeted by some rather curious disappointments. The first of these was merely superficial. The Timeworks DTP program (my personal choice up to this point) comes with six disks, Calamus only two. But I quickly realized that while Publisher ST comes on single sided disks, Calamus comes on double sided disks. And, since Calamus isn't GDOS based, you also don't need the assortment of huge fonts that you do with Publisher ST.

The second disappointment seemed superficial at first, but it grew into something much bigger. The Timeworks manual is a work of art. The pages are clean and decorated with a solitary red stripe, which isn't intrusive but does add some life to the page. The pages of the Calamus manual are black on white and the words are literally crammed onto the page. Also, the Timeworks manual comes bound in a three-ring binder, with a slip case, while the Calamus manual is spiral bound, with a paper cover.

Now, this seems picky. After all, it's the program that counts, right? Well, it may not be true in every case, and might not even be true in this case, but it seems to me that there is a correllation between the amount of effort put into printing and binding the manual and the amount of effort put into writing the manual. The Timeworks manual excels in art and explanation. The Calamus manual dwells in dullness and tedium.

Why am I dealing with all of this? Because in the pamphlet included with the Calamus Font Editor (it's really not big enough to be called a manual), the writers at Ditek took it a step further. In the Calamus manual they appear to have forgotten a tutorial. In the Font Editor manual, the writer openly states, @A full description of a real life example, in all of its complexity, would require more space than we have in this users guide." Really, now. A tutorial would take all of fifteen pages. The manual is only thirty-three pages as it is. For the hundred dollars they're asking for, I think it's worth ISD's time to give the customer a decent lesson in how to use the program.

In my opinion, ISD needs to drive over to the University of Toronto and hire an English major who knows nothing about Desktop Publishing (to insure that no assumptions are made about the user) to rewrite these manuals. This would accomplish three things:

1) The concept of Desktop Publishing, and Calamus and Calamus' Font Editor in particular could be presented in a more logical manner.

2) Tutorials could be written for both manuals with all steps explained in detail and in the correct order, and

3) The word @orientated," which doesn't exist in the English language, could be omitted from both manuals.

Once these steps have been achieved, DTP Nirvana could almost be reached, because, despite their manuals, Calamus and the Calamus Font Editor are darn close to perfect. Right now, however, I want to focus on the Font Editor.

The first surprise of the package, aside from the manual, is the fact that the program is a Desk Accessory. (And a huge one, at that!) You can use it during any program that allows desk accessories, and even some that don't!

The user interface is very similar to Calamus, and uses the same type of curious icons. The opening screen shows the serial number, a fancy title, six file command options, information on the font and its creator, and lastly, information on available memory and the amount of memory the current font is using. Initially, no font is loaded.

The file command options are load, save, delete, merge, bit image, and quit. Bit image is

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CLOSE ENCOUNTERS IN DTP

interesting because it shows you what the font you've chosen to work on looks like: It displays the font name in that font. Not a major feature, but it does let you know if you've chosen the correct font. Bit image also gives you the option of editing the font name pixel by pixel. This is nice because whatever the font looks like in the bit image is what it's going to look like in the Calamus font selector mode.

The merge option is fairly self-explanatory, but it should be noted that the second font loaded simply fills spaces left open by the first font: If all the letter slots are filled, but the question mark slot isn't, then the second font will fill that slot. It does not replace.

Loading and saving can be tedious, because instead of using the fantastic item selector that comes with Calamus, Font Editor uses the standard Atari item selector.

At the top of the screen are six icons, representing the six modes of the editor. The first of these is the intro mode. The second, and one of the more interesting ones, is the copy object mode.

In the copy mode, the Font Editor allows you to take a shape from any GEM screen, and use it as a template for a character. Easy enough, right? But it's not as simple as just cutting around an object. There is a feature that you use to set a time delay for this mode. Why a time delay? What if the object you want to copy is found in a program that doesn't allow desk accessories? Set the delay, you automatically exit the editor, and click on the program you want to copy something from. (If the delay isn't long enough, delay it again.) After the delay time is up, a dialog box appears telling you to cut the object you want. Click @OK" and crosshairs appear. Draw a rubberband box around the object you want to cut and the editor stores it. Then, when you're in the edit mode, you can switch the image, which is shadowy, on and off, using it as a template for whatever you're designing. This is a very nice feature, especially if you're scanning fonts out of a book. (But be careful! Some fonts are copyrighted material, and, just like software, it is unlawful to mechanically reproduce them.)

The next mode is the guideline mode. When you select this, another set of icons appears on the left side of the screen. The first two of these are for drawing guidelines and guidecircles. The third is for deleting said lines and circles. The fourth is for altering the size of the em-square. (An @em" is the space taken by a capital @M" in a standard font, such as Times New Roman.) The square can be altered up and down as well as side to side. When altered from left to right, a vertical center line automatically readjusts itself to center again.

The fifth icon is for recalculating a font once you've altered the em-square. But keep in mind that this alters the entire font, not just one character. For instance, if you wanted to make the letter @V" skinnier, you could do this by making the em-square skinnier, and then re-calculating the font. But that's exactly what you do! You re-calculate the entire font! So, although you've made the @V" skinnier, you have also made all of the other letter letters skinnier. If you want to adjust only one character, use the pocket calculator.

The sixth icon allows you to manually adjust the distance between raster points. (This works in conjunction with a snap-to option in the edit mode.) And the last icon toggles the current character on and off. Although this isn't a difficult function to figure out, I should note that it was completely overlooked in the manual.

The fourth mode is the actual edit mode. This is the mode where you set everything as to how the character will look. Ironically, it is also the mode least sufficiently explained in the manual.

Again, when the icon is selected on the top of the screen, a column of additional icons appears on the left side. The first three of these deal with actually setting the points, altering their positions, and inserting new points. The first of the three is the @select point" mode. With this, you select just exactly which points you want to work on. Individual as well groups of points can be moved, rotated, flipped and re-sized. The manual also says that sub-paths can be selected by clicking the left mouse button, while holding the alternate key. It does not, however, explain what a sub-path is. And unless you're familiar with CADD, this could be frustrating. So, let me explain.

The entire character is made up of one or more sets of points. For instance, if you're working on a capital @E," there might be four sets of points: one set of points making up the four corners of a vertical bar, and three sets of points making up the corners of each of three horizontal bars. Each set of points that makes a bar is called a sub-path. As I said, you can select the entire sub-path by clicking the left mouse button while holding

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alternate. Now, when you click and hold one of the corners (or any point) you will move the entire sub-path without changing its shape. (You can also move entire letters this way.)

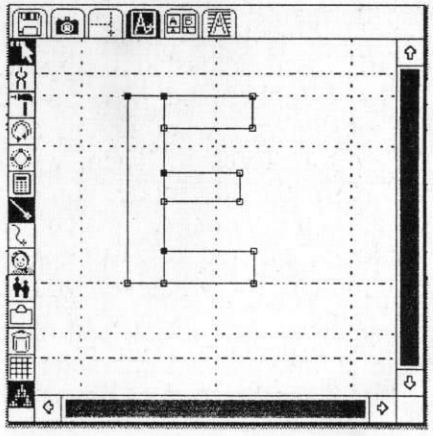
You can also select @custom" sub-paths by holding shift and clicking on individual points. Again, all of those points can be moved without changing their positions relative to each other.

And now the last tid-bit about selecting points. If you select two points, and then insert another point on the screen, the new point will be connected to the others. This is the method you would use to insert a new point in between two existing points. Apparently, however, none of this is very important, as none of it was explained in the manual.

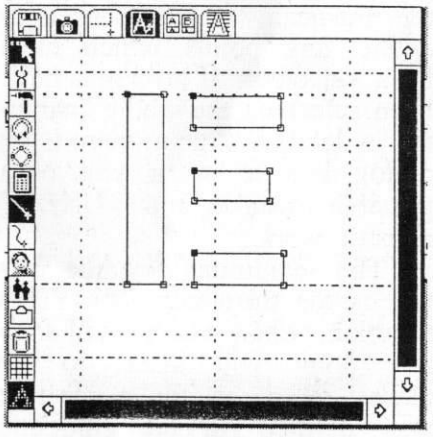
The next icon is the @remove point" function. Click on a point, and it's gone. No dialog box to make sure that it wasn't an accident, and no @UNDO." (In fact, from what I can tell, @UNDO" doesn't work at all in this program. Just like Calamus.) If you accidentally remove a point, the only recourse is to insert a new point. I highly recommend that if you are going to attempt to design a font, make a note of the x-y coordinates of all of your points. This way you can put back deleted points in their proper positions.

The third icon is the @insert point" function. This works in conjunction with the seventh and eighth icons, which determine whether or not the vector connecting the points will be a straight line or a bezier curve.

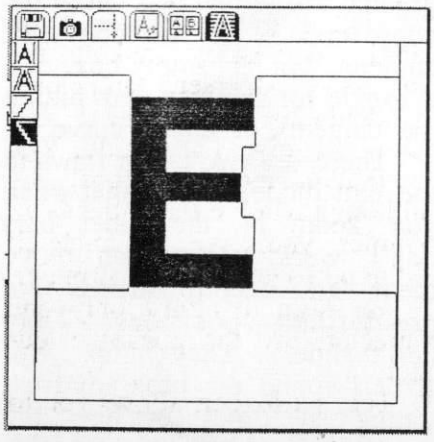
The fourth icon is the only function in the program that is explained more than adequately. With this function, you reverse



Each set of points that makes up a bar of the e is called a sub-path.



Kearning is done by manually or automatically adjusting sidebars.



the direction of rotation of a sub-path. The example given in the manual is the letter @O." The letter @O" is made up of two circles. If both circles rotate in the same direction, all that will show up is a black circle. But if the outside circle rotates clockwise, and the inside circle rotates counter- clockwise, then you see an @O."

The next icon is used to round off a sub-path. Select whichever sub-path you want (provided it has at least one bezier curve in it), and voila! Insta-curve. Then, by going back to the first icon (select point), you can adjust the curve by moving two additional points generated by the curve. The sixth icon in the edit mode is, next to actually inputting points, probably the most important function. It's the pocket calculator. This functions lets you rotate points, sub-paths, or entire characters in pre-defined or user defined amounts. It allows you to mirror complete characters, sub-paths or individual points over the x or y axes. And you can also use it to italicize letters. Again there are pre-defined amounts, or you can set your own.

But the real magic of the pocket calculator is that you're not limited by what the programmer told it to do. You can enter almost any type of formula you want in order to adjust a font. If you want to make a font tall and skinny, enter a formula that cuts the x coordinates by some amount. If you want flat and wide, adjust the y. It truly is an amazing function. But, of course, it is only touched upon in the manual.

The ninth and tenth icons allow you zoom into and away from a character. There are two levels of zoom, but they are not

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CLOSE ENCOUNTERS IN DTP

Edi Note:
The above is the font created by author. The font created title was not used in the article title because it was created for use in Calamus. and this article is created with FleetStreet Publisher output to a QMS PostScript laser printer.

user-definable. Unfortunately, this mode is only present in the edit mode, and not in the guideline mode. Because of the lack of a zoom feature in the guideline mode, guidelines simply can't be as accurate as you might like them to be.

The next icon is the clipboard. You can copy an entire character or just a sub-path and paste it into another character or use it as another part of the same letter. It's an especially useful function when combined with mirror function in the pocket calculator, or when you're trying to design a symbol from a letter, such as a dollar sign from a capital @S." The twelfth icon is the trashcan, which is used to delete any points which have been selected. If no points have been selected, the whole character is deleted. Again, there is no dialog box to warn you of a possible mistake, and @UNDO" doesn't work.

The @automatic guide raster" is the thirteenth icon. This function, when active, will snap any point you insert to the closest point in the raster that was defined in the guideline mode. It's a fairly useful, in that you don't have to spend a lot of time making sure that a line is straight.

The next icon is a toggle for showing and hiding the background image that was cut in the copy mode. The last icon isn't an icon, but an empty box. It's a toggle for showing and hiding the tangents of bezier curve.

There are two major flaws in the edit mode. One is that when you zoom in, the slider bars don't work. You can move them, but only to three or five pre-defined positions. They don't slide. They jump. But also, I found the program frustrating at times because the endpoints of a line would go just slightly off-line with each other, and I couldn't get them to go back. Try as I might to get a point to line up with another, it would inevitably skip over to the other side of the line, and end up crooked the other way. This is annoying and time consuming, and unfortunately, I found no way to avoid it. Yes, I could have used the @snap-to" function, but the raster could not be defined tight enough for my purposes. In the end, I would end up having to readjust the whole letter a couple of spaces this way or a couple that way.

The fifth icon across the top is the character selection mode, and the sixth icon is for kerning. The kerning mode is very nice, because allows you to set all of the @dead space" around letters. This way, instead of each character existing in its own block, they can move into each other's space. For instance, a lower case @e" could slip under a capital @T."

That covers the functions. But really, how does it work? Initially, it's scary. After reading through the manual, which took all of twenty minutes, I thought, @Gads, I have to create each letter individually." (Which, upon a second reading of the manual, I realized was not altogether true.) But, since the only way to review a product responsibly is to try to get a useful finished product out of it, I set out to do just that.

I picked a font which is called @Handel Gothic." This is the font that was used for the titles of @Close Encounters." (see sidebar) I was planning, as I said, to create the whole alphabet, upper and lower cases, as well as necessary punctuation marks. So, I settled in for a few days' work. I started with the letter

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Not because it's the first letter of the alphabet, but because it contains no curves. I wanted to start with something simple. The first blessing of the Font Editor is the guideline mode. Using this and a few geometry tricks, you can create a character without having to get too exact. To illustrate this let me back up and show you the first character I created with the Font Editor: a percent symbol. Figure 1 shows the guidelines I set up for the symbol. Using the simple idea of intersecting lines and tangents, I designed it so that everything would line up. Figure 2 shows the points that were inserted on top of those guidelines and guidecircles. Each circle took four points, as did the slash. So, the whole character took twelve points. Figure 3 shows the finished product superimposed on the original guidelines.

It really isn't until you've learned to use various functions in conjunction with each other that the real power of this program begins to reveal itself. The realization of this would be much more quickly achieved if only the writers of the manual had bothered to include a tutorial. Some people might think that I harp too much about this, but it seems that a company which develops almost exclusively for the ST would support and nurture its growing customer base by offering them a complete, finished product. (I have learned that ISD plans on porting DynaCadd over to Macintosh and IBM machines. (Boo!) However, if ISD offers this kind of manual to those kinds of users, they should prepare themselves to be laughed out of the marketplace.) But back to my font.

After about three hours, I had

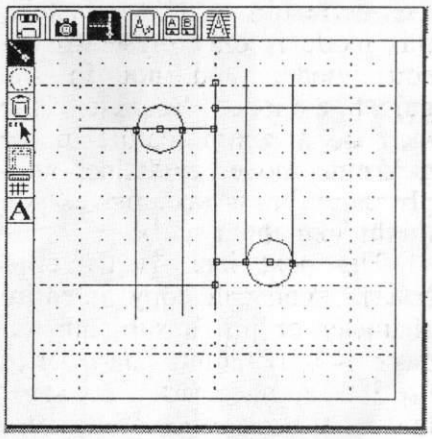

Figure 1

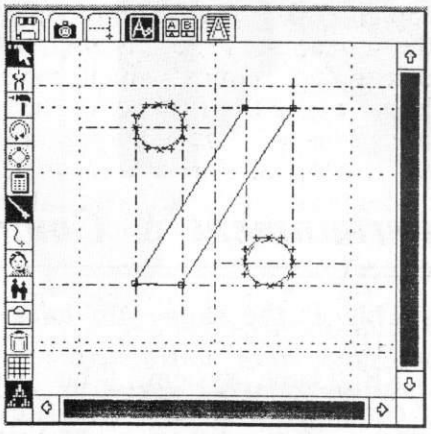

Figure 2

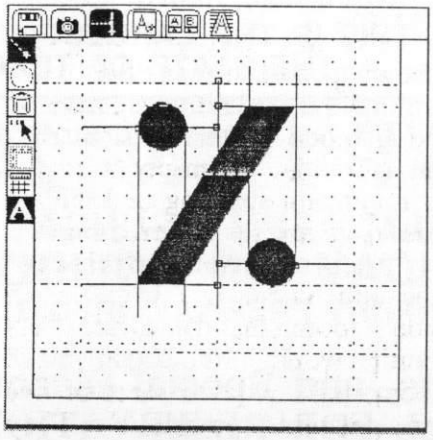

Figure 3

close to twelve characters finished. It's much easier than it might seem, because once you've designed a shape that's exclusive to that font, you can copy it to any character. And then you can flip it, rotate it, resize it, and move it. It's a fairly simple process (once you've learned it), and it can be kind of fun.

After having used the Font Editor for a while, I have come up with a list of things that I think it's lacking:

1) An update screen - You can't see the effect of a small change when you're zoomed in in the edit mode. The existing screen is small enough that another screen could almost fit beside it, if the existing one were scooted over.

2) UNDO - There HAS to be some kind of recourse to a mistake. It's simply too tedious to have to go back and redo something in its entirety.

3) A real pocket calculator I found several instances where I was actually measuring distances from a certain point, and trying to get points positioned on an exact spot. This would have been a lot simpler if the pocket calculator was also capable of performing simple math functions.

4) Better Item Selector - As I said, the programmer used the standard Atari item selector. A scaled down version of the Calamus item selector would be nice. (I don't enjoy having to type in system paths!)

5) Lock Sub-Path - This function would lock down a part of a letter that is essentially finished. This would be similar to the @lock frame" function of Calamus. None of these (except @UNDO") are absolutely neccessary. They're just things that I think would be nice. The

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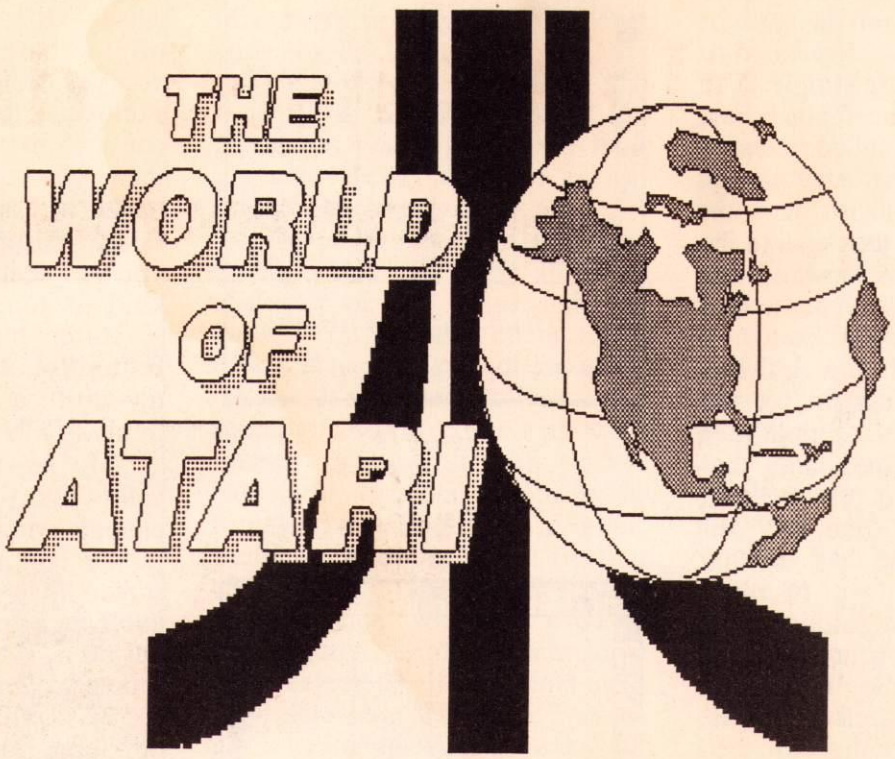
Dallas, Texas



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Atari introduces cartridge based drive!

Megafile 44

Megafile44 - Combining the portability of a floppy disk with the capabilities and access speed of a hard drive. The system provides virtually unlimited storage in a single drive unit.

Megafile 44 - Atari removable cartridge hard disk. Atari has combined the versatility and removability of a floppy disk drive with the high capacity and fast access times of a hard drive in a single subsystem with the introduction of the Megafile 44.

In introducing the new product, Sam Tramiel, president of Atari Corp., said that the new hard drive subsystem, which provides 44 MB of storage capacity and uses a removable cartridge, is part of a wave of new products that the company has introduced for the home office, small business and personal computer user.

"Atari Computer has always been a technology-driven company," he said. "We have a focused plan for providing users with the technology they need...at prices they can afford."

The Megafile 44 enables users to port large files and comprehensive programs from one computer to another, quickly and easily, "explained Tramiel. "The 4 inch cartridge is small enough and strudy enough to easily slip into an attache' case, backpack or coat pocket, so tasks can be completed at other locations.

In fact, the Megafile 44 squeezes all of the Winchester's traditional advantages of high capacity and fast access times (25ms) into an 8" x 5" x 1.6" drive.

"With the removable cartridge, users essentially have unlimited hard disk storage and data back-up capabilities," said Tramiel. "They also have the portability and security option of locking the disk safely away."

The cartridge has a specially developed graphite overcoating which prevents media contamination, allows dense packing of data and reduces the risks of head crashes and cartridge purge cycles.

The Megafile 44 drive can be used with the Atari 520ST and 1040ST personal computers, as well as the Mega2 and Mega4 systems.

The Megafile 44 drive provides ST and Mega system users with unlimited hard disk storage, and speed on a removable cartridge, for less than $1,200.00. Additonal 44 megabyte cartridges are available for $150.00 each.

Atari has also announced a Megafile 60 which will be on display at the World of Atari in Dallas, Texas this month.

RITE WAY COMPUTERS ANNOUNCES WINNER!

Rite Way Computers of Warren, Michigan announced their winner of a Panasonic KXP 1124 (24 pin printer). The printer was Rite Way's Grand Prize for their drawing held at the end of the World of Atari show in Dearborn, Michigan last June 24th & 25th.

Rite Way also held hourly drawings during the two day show which winners were given a special Atari 1989 U.S. Tour T-Shirt.

Rite Way Computers will be exhibiting at the World of Atari in Dallas, Texas, August 19th & 20th.

Right: Ronald J. Kieler, Pres.
Left: Ian Wilshaw, Winner of printer.

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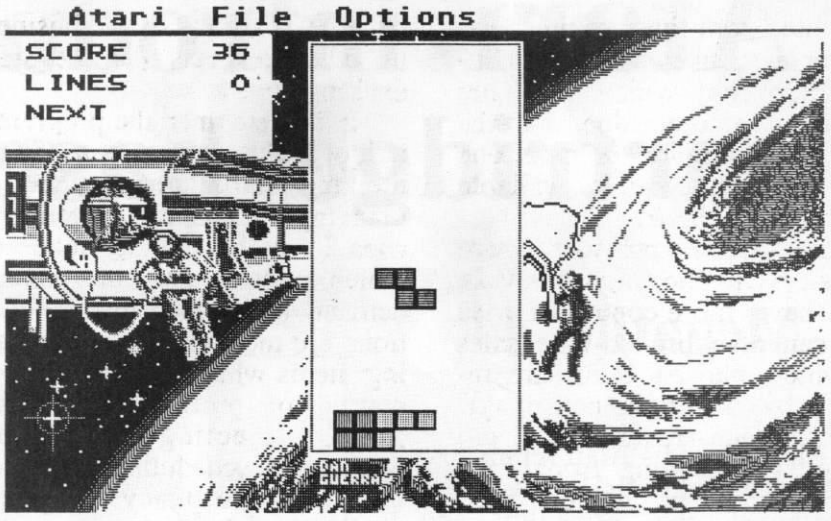
Tetris



A chime sounds and the layer disappears in a wink. Again, psychologically, it seems as if you have solved some kind of problem and are now free to conquer the next. In fact, it is similar to the kind of feeling one gets when completing another screen of PAC MAN, which was certainly another game with addictive qualities.

The manual included with the two disk set was originally prepared for the Macintosh computer. Most of what is written, however, also applies to the Atari ST, and a leaflet with additional instructions specific to the ST is included. Unfortunately, there is one difference in the two versions of TETRIS which is significant. The Macintosh version is not copy protected while the one for the ST is. This not only means that back up copies cannot be made, but there is no possibility of running the program from a hard drive. While a copy protected back up version of the program is available to registered users from Spectrum HoloByte, it costs an additional ten dollars. What makes matters worse, however, is that the program forces you to write your high scores to the original disk. If you put the write protect tab up on your disk making it impossible to write to it, you will find that the standard TOS error message indicates that the disk cannot be written to. Normally, all one would have to do at this point is to click on the "Cancel" option in the alert box and the program would continue. Unfortunately, however, the mouse cursor actually DISAPPEARS at this point. This makes it extremely difficult to find the right place to click in order to cancel the function. This is an annoying little bug that needs to be fixed.

Since TETRIS has become such a popular game, it is available for many different computer systems. Since all computers do not have the same capabilities, all of the features discussed here may not necessarily be available on all systems. For example, only the Atari ST, Macintosh, Amiga, and Apple II GS have the six player tournament mode, advanced player setting, and Russian mood music.

In summary, TETRIS is a challenging, and refreshingly non- violent, arcade game that should provide many hours of fun and relaxation for all ages.

Spectrum HoloByte
2061 Challenger Drive
Alameda, CA 94501
(415) 522-3584

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Bentley Bear - General Store

rent, etc. from time to time, and a simple mouse-click yields information on which bills are about to become due. If the store is running low on cash, one $600 loan per year is available from a local bank.

The game provides three levels. On the higher levels, users have more control of price and can plan limited-time sales in which chosen items are reduced by a certain percentage. Users are not required to figure the prices resulting from these reductions. The higher levels also require work with decimals. Customers occasionally return merchandise on the higher levels, adding to the realism of the simulation, and annoying the merchant a great deal.

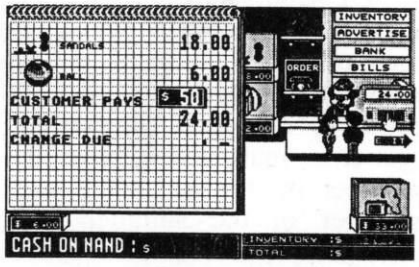
The gameplay is enhanced by appropriate sound effects, such as the customers' shuffling feet. When a customer selects an item, a sound alerts the merchant. The animation is very well done.

On the whole, General Store is a superior product technically.

My son Danny is ten, entering the 7th grade this Fall, well within the target audience for the program. Upon opening the package, I handed the color disk to Danny and asked him to try it. He eyed the package suspiciously. "This looks like some educational thing," he complained. But he consented to try it. After an hour and a half, he returned the disk. "This game is boring," he said. Maybe it was boring after that hour and a half, but he was entranced during the play, and boredom didn't stop him from spending a great deal of time back-seat driving as I played with the program later. Certain features of the game are redundant; the constant work of the cash register can be tedious, but keeping track of the business in other respects can be quite exciting.

It is here that the program's unique value can be seen. Sharp thinking skills are required in planning the business, reacting to cues from the buying public on which items are in greatest demand and which display locations are most effective, purchasing items which provide the best margin of profit at a saleable price, selecting advertising media and scheduling ads, etc.

There are many programs, public domain and commercial, which provide the cash register experience of adding and subtracting. But it is rare indeed to find a program in which these thinking skills are given such a workout, and General Store goes way beyond the ability of school



The notepad, on which the merchant figures sales transactions. Here, the total cost of the items has been figured, and the merchant must give change for $50.

worksheets and textbooks in providing practice in this area.

I do have objections to some aspects of the way in which the program has been designed. The manual suggests that the user keep track of various information by taking notes; some of this information should really be provided in the program itself. For example, there is nowhere in the program to go for a comprehensive list of every item that has been sold. When purchasing an item on the ordering screen, the screen does show the number of that item already sold, but the user has to search item by item to develop a list. The action in the program itself moves much too fast for the user to stop for this kind of record-keeping, and there is no means of pausing that progress. In a real store, a new-fangled cash register system would keep track of this information for the businessman, and even alert him when a certain item was in short supply. The manual also points out, as mentioned above, that certain display cases will be more effective in the merchandising of particular items, and suggests that the user keep track of which location is best and move items from case to case in order to experiment with the placement. Moving items, however, is no simple matter. The program will not allow you to place two of the same item on display at once. It is easy to place an item that is not already on display in a case, but an item that is on display must be replaced with another item in its current case before being placed in a new location. This makes the rearrangement of the display cases a needlessly laborious and confusing procedure. How much simpler it would have been if the authors had allowed the user to "drag" an item from one display case to another.

When I first saw the program, I wondered just how interested a 7th grader would be in assuming the role of a bear; actually, this does not seem to be a drawback, and the use of the Bentley Bear character avoids gender or racial identification problems quite neatly. It is also worth noting that the store's customers include representatives of each major racial group. Customers include both children and adults, males and females.

This program is well-suited

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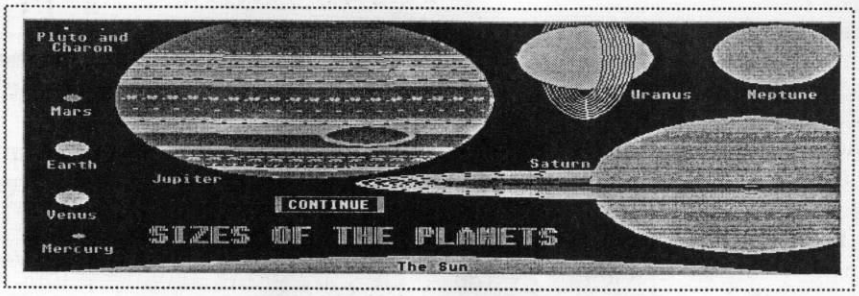
Bentley Bear

The ordering screen. The player has opted to order more tape players, one of the 25 items available (others are visible in the background).

to any child in the target age range who is interested in business or needs practice in math, and I would especially recommend its use by gifted children because of the wonderful challenge to one's thinking skills.

General Store exploits the capabilities of the Atari ST in a way that is rare in educational programming. I look forward to further entries in this series.



outside the solar system, for life, at least life as we know it now, will not be possible here without the sun.

The moon is given much deserved attention with a menu bar all its own. Here one can learn about how the moon affects the tides on earth and what really happens during a lunar ellipse. An explanation of the surface features of the moon is provided as well as its composition, temperature, and history.

Of course, our good, old earth is explored in detail. For example, the cause of the seasons we experience on this planet is explained. If you think that the reason we have cold weather in the winter and warm weather in the summer is because the earth is farther from the sun in the winter, and closer in the summer, then you have a surprise coming. It's is not the distance of the earth from the sun that makes the difference, it is the inclination of the earth itself that produces the seasonal changes. CGSS makes this easy to understand through an animation that shows the spinning earth, tilted on its axis, as it revolves around the sun.

Some of the most wondrous information in CGSS is contained in the section on the planets. Each planet is explored in detail from the rocky, super hot surfaces of the inner planets like Mercury, to the near absolute zero cold gas giants of the outer planets like Jupiter, Neptune, or Uranus. The atmosphere, composition, size, temperature, surface features, weather activity, and other topics of each of our heavenly neighbors within this solar system are discussed. There is also a selection that will display the rotation of the inner and outer planets about the sun. A calendar can be turned on in the lower right section of the screen so that the passage of time can be compared to each of the planets. In this way, it is easy to see why some planets have a year, or the time it takes to make one complete revolution around our sun, that is vastly different than our own earth year of 365 days.

I discussed my impressions of CGSS with several other people to find out what they thought about it.

Without exception, everyone felt that CGSS was an exceptionally well done and entertaining piece of educational programming.

I hope that WinterTech can interest some teachers in trying out this software in the schools. I know that their students will both enjoy and learn from it. I also hope that WinterTech will give some serious consideration to a new program entitled, THE COMPUTER GUIDE TO THE UNIVERSE. After all, this real-life adventure in science has only begun to scratch the surface in two different frontiers: computer assisted education, and the exploration of outer space.

WinterTech
111 Granada Court,
Orlando, FL 32803
(407) 425-1199

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HiSoft BASIC Support

page, some printed lines extend beyond the physical displayed line on the page, but should be typed into your computer as one line.

First a few preliminary steps, from experience, I know that we'll be using XBIOS, GEMDOS and GEMAES functions, so these HiSoft Libraries must be available for the program. The Library function makes this easy, and informs the compiler of our intentions.

```
LIBRARY "XBIOS","GEMDOS",
"GEMAES"<-
```

For simplicity, we'll also define all variables as integer variables. This will save some typing as we work through the program.

```
DEFINT a-z<-
```

Since we are going to be using AES functions, we can also include the file GEMAES.BH. This is a special header file which defines constants necessary for using the AES functions. These constants could be defined by using the CONST function of HiSoft BASIC, but including the Header file makes it simpler, and prevents the program code from becoming extremely long, with a large block of definition files at the beginning of the program.

If you haven't done so before, try loading this file and looking at the definitions. You will have to change the file selector default values from *.BAS to *.BH to display the file name.

These constants correspond to the various values needed by AES for the functions.

```
REM $INCLUDE gemaes.bh<-
```

Next, since the program will eventually be a simple address book, memory must be reserved for storage of data. This is done with the DIM statement.

```
DIM name$(100), address$(100),
city$(100)<-
DIM state$(100), zip$(100),
phone$(100)<-
DIM mess(10)<-
```

GEM menus are very easy to build with HiSoft BASIC. First define the variable menu$ by concatenating the necessary titles.

```
menu$="[Desk | About File
Demo...]"<-
menu$=menu$+"[ File | Load File
 \ Save File \ Create New File
 \----------\ Quit]"<-
menu$=menu$+"[ Edit | Search
 \ List File \ Print File]"<-
```

Since it's easier, and produces more readable documentation, we'll refer to menu items by name rather than some cryptic number.

Let's define the necessary constants.

The number of each menu item may be calculated in the following manner. Assuming the menu has n items, including Desk, the number of the Desk menu title is 3, the first user title is 4, and the last user item is n+2, and so forth.

This can be a bit confusing, but stick with it. Eventually it will all click into place.

```
CONST desk=3, file=4, edit=5,
about=10, load=17<-
CONST save=18, create=19, quit=21,
search=23, list=24, print_file=25
```

Since we aren't being too fancy with this program, we should ensure that we are in the proper resolution before running the program. We need to be in medium or high resolution, so any value besides 0 returned by FNgetrez% is valid.

If the computer is in low resolution, give a warning and end the program. ' Find out what Resolution we're in

```
rez%=FNgetrez%
IF rez%=0
junk=FNform_alert(1,"[3][Sorry!|
|This Program only runs
in|Medium or High Resolu-
tion.][OK]")
      END
END IF
CLS
```

Next, the pointer to the menu must be determined.

```
menu_pointer&=FNmenu&(
menu$)<-
```

Let's simplify the program (eliminate the need for screen refreshes) by turning off all desk accessories.

```
' Disable Desk Acc's<-
FOR i=11 TO 16:menu_ienable
menu_pointer&,i,0:NEXT i<-
menu_ienable menu_pointer&, 22,0<-
```

Here's the business end of the program, theDO...LOOP which drives the whole thing.

```
DO<-
  e=FNevnt_multi(
  MU_MESAG,0,0,0,0,0,0,0,0,
  0,0,0,0,0,VARPTR(mess(0))
 ,0,0,0,0,0,0,0,0)<-
      IF e and MU_MESAG THEN
           do_message mess(0)<-
LOOP<-
```

Now comes the program segment which handles messages from FNevnt_multi. We'll be adding more to this section next month, and explaining it in greater detail at that time.

```
SUB do_message(VAL mes_type)<-
SHARED mess(1),menu_pointer&
STATIC title,item<-
SELECT CASE mes_type<-
CASE mn_selected:<-
  title=mess(3)<-
  item=mess(4)<-
  SELECT CASE item<-
    CASE about:GOSUB
    about_me<-
    CASE load:GOSUB
    load_file<-
    CASE save:GOSUB
   save_file<-
    CASE create:GOSUB
    new_file<-
    CASE list:GOSUB
    list_file<-
    CASE quit: goto all_done<-
  END SELECT<-
menu_tnormal menu_pointer&,
title,1<-
END SELECT<-
END SUB<-
```

Next come the functions which are selected from the menu:

```
all_done: STOP -1<-
About_me:<-
```

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HiSoft BASIC Support

```
junk=FNform_alert(1,"[1][| |
|This is a Demo Program|written in
HiSoft BASIC.][OK]")<-
RETURN<-
load_file:<-
CLS<-
GOSUB get_file_name<-
 IF ok=1<-
   MOUSE 2<-
   OPEN path$ FOR INPUT AS
#1<-
   WHILE NOT EOF(1)
    INPUT#1,name$(cnt),
address$(cnt),      city$(cnt),
state$(cnt), zip$(cnt)<-
    PRINT name$(cnt)<-
    cnt=cnt+1<-
   WEND<-
   CLOSE#1<-
   MOUSE 0<-
   END IF<-

RETURN<-

save_file:<-
      CLS<-
      GOSUB get_file_name<-
      IF ok=1<-
       MOUSE 2<-
       OPEN path$ FOR OUTPUT
AS #1<-
       FOR x=1 to cnt-1<-
         PRINT#1,name$(x)<-
         PRINT#1,address$(x)<-
         PRINT#1,city$(x)<-
         PRINT#1,state$(x)<-
         PRINT#1,zip$(x)<-
       NEXT x<-
       CLOSE#1<-
       MOUSE 0<-
       END IF<-
RETURN<-
get_file_name:<-
    IF path$="" THEN path$=
  space$(64)<-
  'set up buffer<-
  file$=""<-
  drv%=FNdgetdrv%<-
  ' get current drive<-
  drv$=CHR$(ASC("A")+drv%)<-
  dgetpath SADD(path$),0<-
  'get current path<-
  IF LEFT$(path$,1)=CHR$(0)
THEN<-
   'add type$<-
      path$=drv$+":\*.*"<-
   ELSE<-
   IF INSTR(path$,":")=0 THEN
   path$=drv$+":"+path$<-
   where=instr(path$,
   CHR$(0))<-
    path$=LEFT$(path$,where-1)
          path$=path$+"\*.*"
 END IF
 fsel_input path$,file$,ok
      WHILE MID$(path$,
       LEN(path$)-y,1)<>"\"<-
            y=y+1<-
      WEND<-
      path$=LEFT$(path$,LEN
     (path$)-y)+file$<-

      CLS<-
RETURN<-

new_file:<-
      new_entry:<-
      CLS<-
      INPUT "Enter Name:
      ",name$(cnt)<-
      INPUT "Enter Address:
      ",address$(cnt)<-
      INPUT "Enter City:
      ",city$(cnt)<-
      INPUT "Enter State:
      ",state$(cnt)<-
      INPUT "Enter Zip Code:
      ";zip$(cnt)<-
      cnt=cnt+1<-
      Print:INPUT "Another
      Entry (Y/N)";r$<-
      IF UCASE$(r$)="Y" THEN
      GOTO new_entry<-
      CLS<-
RETURN<-
list_file:<-
      FOR x=0 to cnt-1<-
            PRINT name$(x)<-
            PRINT address$(x)<-
            PRINT city$(x);",
            ";state$(x)<-
            PRINT zip$(x)<-
            PRINT<-
      NEXT x<-
      PRINT "< Press any key to
      continue. >"<-
      WHILE inp(2)=0<-
      WEND<-
      CLS<-
RETURN<-
```

We'll go into detail next month on just what some of these functions are doing. In the meantime, you can create a database by entering address information into this example, Save the data, Load the data, and create new files, using the GEM fileselector and defined paths.

Soon, we'll be putting this program to work by adding sorting and searching options. Anything else you'd like to see our simple address book do? Drop me a line and we'll try to add the features you like.

Don't forget, you can write me C/O **ST World**, or send me Email on GEnie (to GW.MILLER) or on CompuServe, CompuServe, my address is 76004,1607.

That's it for this month. See you in Dallas!

FUNCTIONZ from Regent

Regent Software has announced the release of a function key labeling system, **FunctionZ**.

FunctionZ is a package of 6 clear plastic label stands and a special label maker program disk. Plain paper labels created using the program are inserted into the plastic label stands. The stands slide into the keyboard immediately above the function keys on any Atari ST or Mega keyboard.

The idea of keyboard templates has been around since the first computer operator stuck a post-it to the side of his computer terminal. Templates are already available for mopst of the major programs.

FunctionZ is available from Regent Software, P.O. Box 14628, Long Beach, CA 90803-1208 (213) 439-9664. **FunctionZ** retails for $24.95,

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CLOSE ENCOUNTERS IN DTP

program is not hampered by their absence.

All in all, it's a fantastic program. I don't want to turn off any potential buyers by complaining so much about the manual. Yes, it's a liability, but the power of the program really does overcome that problem. Combine it with Calamus, and the Calamus O-Line that's coming out, and the system can't be beat. Not by Ventura, PageMaker, Pagestream, or anything. There simply is nothing that can top its features. And having this program to edit fonts literally on-the-fly.... Like I said, this is a close encounter. A close encounter with perfection.

DTP Nirvana is within the ST user's grasp. And guess what? We got there first! Perhaps I'm optimistic. Perhaps I'm overly excited. Perhaps I'm giddy. But I am happy to be able to say that this is one program that lets the ST shine brighter than any other personal computer.

Author's Note:

I was priveledged to be able to speak with Nathan Potechin, President of ISD Marketing, after I had finished this article, and I feel that I need to note some of the things that he told me. First and foremost, a new and improved manual is being written for Calamus, the Calamus Font Editor, and Calamus O-Line. Mr. Potechin has hired a professional writer and an experienced desktop publisher to create the 300+page document, which contains not only the manuals, but tutorials and other hints such as sample style sheets. Mr. Potechin, too, has run into the problem of having no @UNDO" function. Laughingly, he stated, @Those Germans are unforgiving, aren't they?" That problem is being adressed. Also, according to Mr. Potechin, the slider (or jumping) bars in the zoom mode are limited by GEM, not by the Font Editor. I would like to extend my thanks to Mr. Potechin for speaking so candidly with me about the future this product, and the future of the Calamus family with ISD. Thank you, Mr. Potechin, for providing such an excellent product and superior support.

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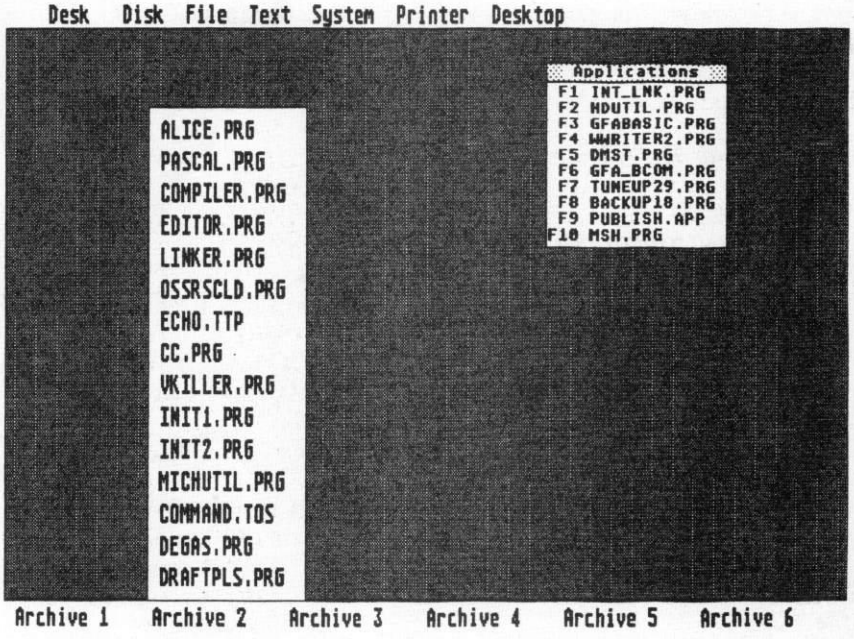

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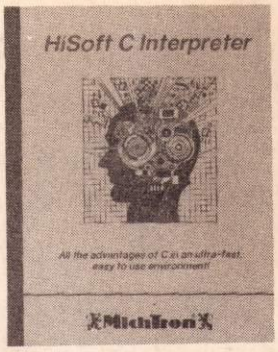

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